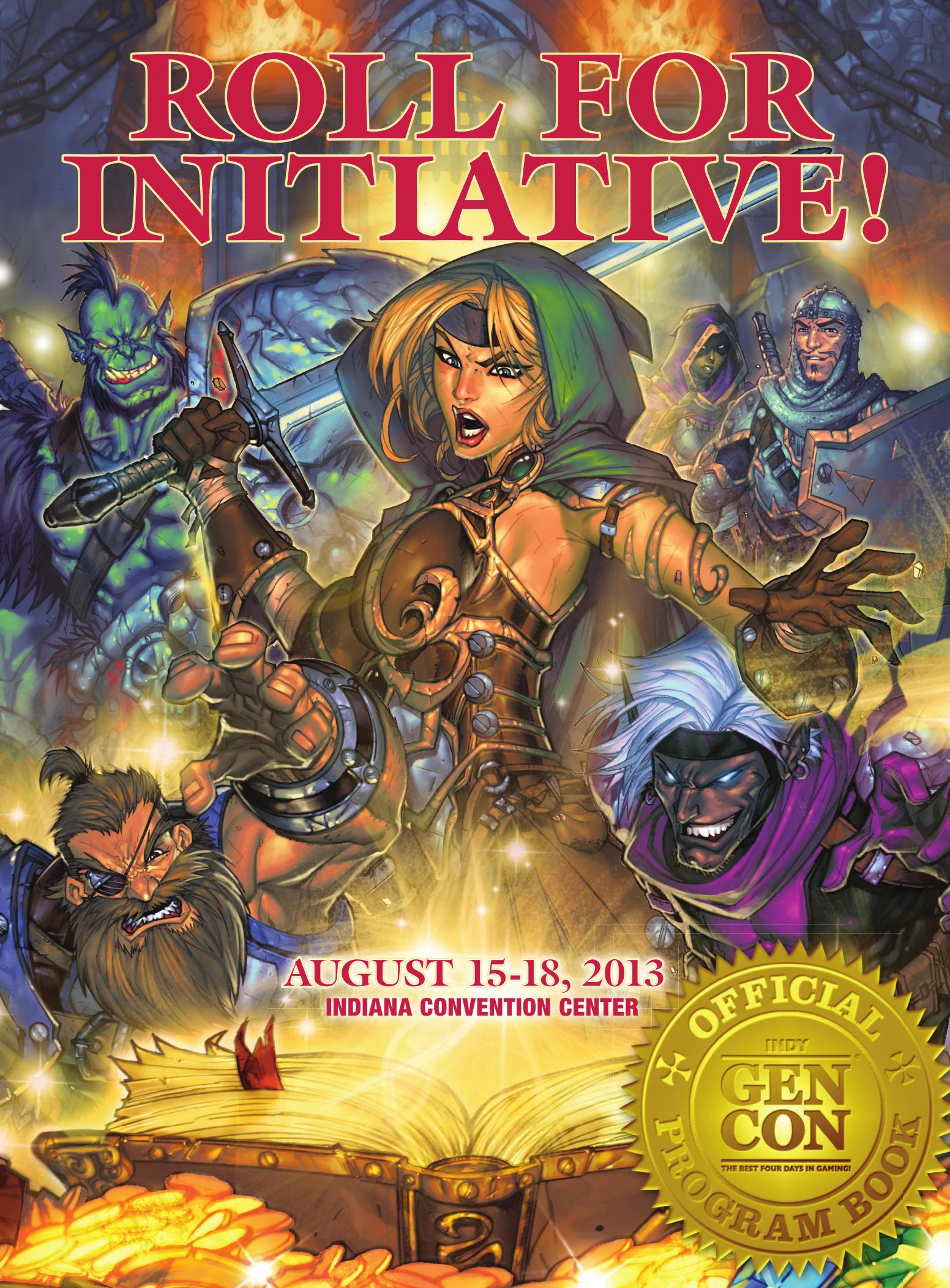


ROLL FOR INITIATIVE!



AUGUST 15-18, 2013
INDIANA CONVENTION CENTER



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The FREE, interactive PSA Set Registry is the ideal place to showcase your gaming card collection and enjoy competition with other collectors.

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TAVERN HOURS

Thursday, August 15 | 2:30 pm - 12:00 am

Special Dinner Guest: Leonard Balsara, *Munchkin Baron*

Friday, August 16 | 2:30 pm - 12:00 am

Special Dinner Guest: Steve Jackson, *Creator of Munchkin*

Saturday, August 17 | 2:30 pm - 12:00 am

Special Dinner Guest: Andrew Hackard, *Munchkin Czar*

W MARYLAND ST

S WEST ST

S CAPITOL AVE

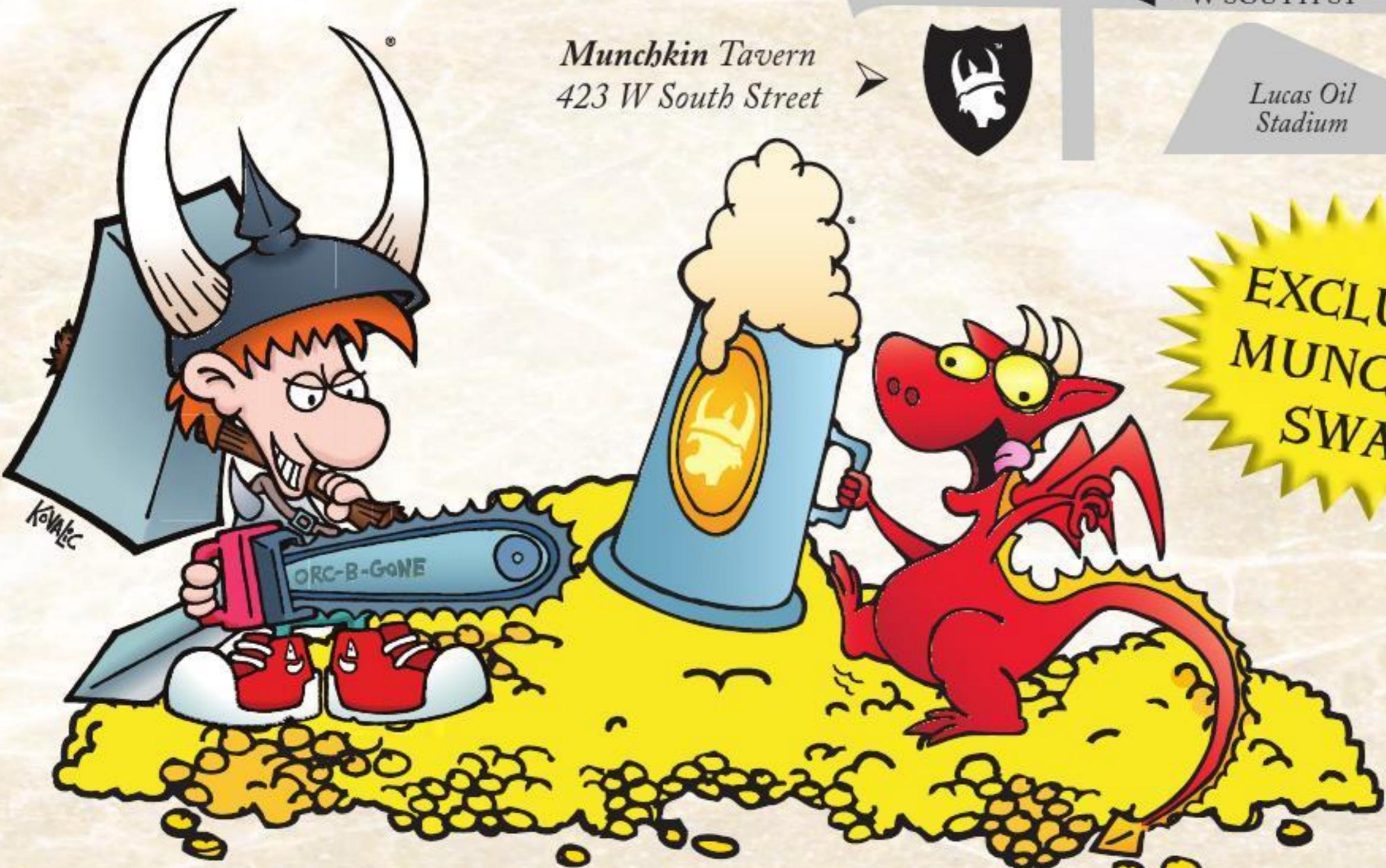
Register *daily* at
BOOTH 1301
to win dinner
with one of our
special guests!

W SOUTH ST

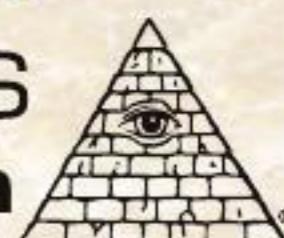
Lucas Oil
Stadium



Munchkin Tavern
423 W South Street



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WELCOME!



Hello and let me personally welcome you to Gen Con Indy 2013!

First, I would like to extend my thanks to everyone that helped make last year's Gen Con Indy the largest convention in our 45-year history. Each Gen Con Indy is a shared experience, where attendees, sponsors, exhibitors, event hosts, volunteers, local partners, and the city of Indianapolis itself join forces to create The Best Four Days in Gaming!™

The success of Gen Con Indy relies on this rich collaboration. It's truly a show for the people, by the people. It's my sincere hope and belief that Gen Con Indy 2013 will exceed the lofty expectations that have been set by last year's event.

For our first-time attendees, I invite you to take in as much as you can throughout the weekend. With games, events, local food, art, film, anime, family events, a packed Exhibit Hall, and more, it can be a lot to absorb! Just ask fellow attendees about their Gen Con Indy, and you may find that you've both had a terrific time, but participated in wildly different experiences. Just remember, relax. With more than 9500 events and 300+ exhibitors, it's impossible to see and do everything at Gen Con Indy. Focus on fun!

Long-time attendees, thank you for your continued support! Over the years, many familiar faces have transitioned into not only trusted community voices, but also have become our friends. We love seeing the most passionate gamers from around the globe convene in one place for one weekend. Over the years, we have seen relationships begin, families grow, and lifelong friendships emerge all at Gen Con Indy! Beyond the activities and fun at the show, again, we must say that Gen Con's secret ingredient for success is the host of passionate people that make each Gen Con Indy an experience unlike any other.

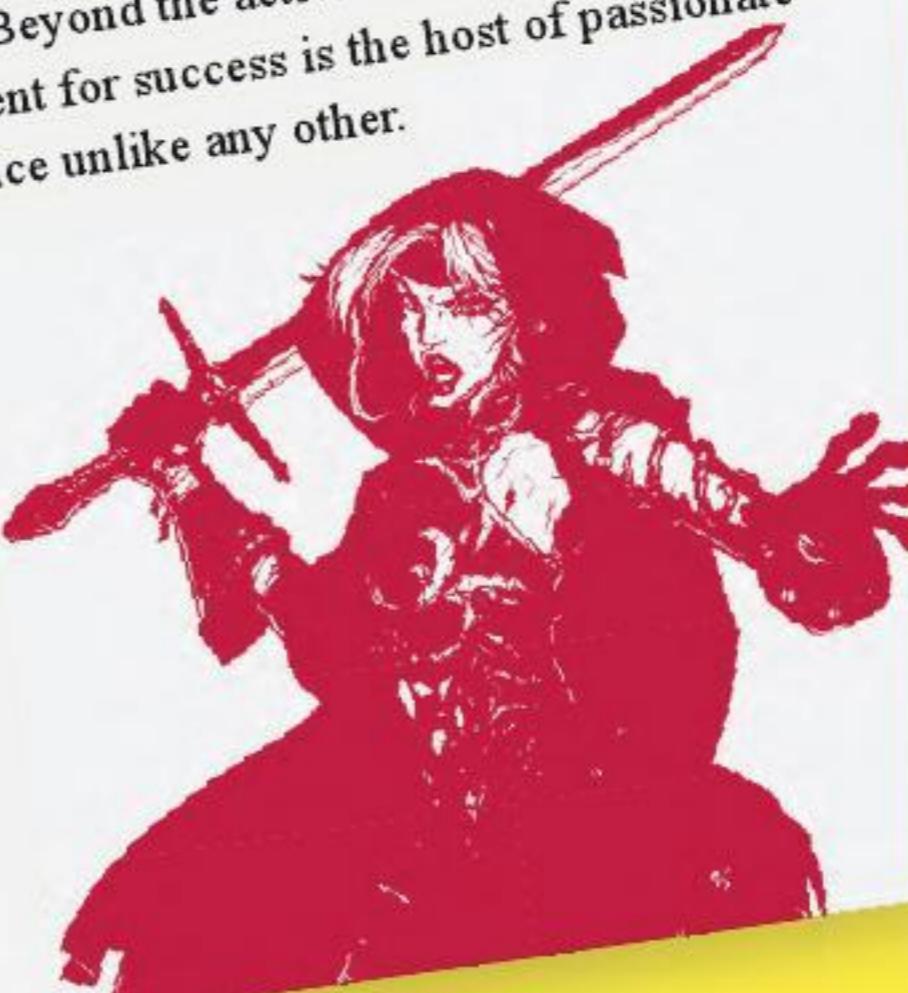
Thank you all and most importantly...

HAPPY GAMING!



Adrian Swartout

Adrian Swartout
CEO, Owner



GEN CON LLC STAFF

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Owner

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Event Programming
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Customer Service &
Volunteer Manager

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Accounting Manager

OWEN SEYLER
Convention & Business
Administrator

GREG HEINZLE
Operations Manager

SPECIAL THANKS TO OUR FRIENDS & PARTNERS

The George Fern Company, General Contractor; Reaction AV, Audio-Visual Provider; Stacia Kirby, Public Relations; Jon Boy Meyers, Cover Artwork; Cathy Rundell, Art Director for Program Book; Image-A-Nation & Jerry Kantor, Event Photography; Elke Hautala and Dom Mendoza, Fulfillment and Project Management; Alesia Clardy, Travel & Logistics Coordinator/Show Office Manager; All of our Industry Guests; All Gen Con Captains and Volunteers; The Staff of the Indiana Convention Center & Visit Indy.

Many thanks to all of those who help make Gen Con possible. We couldn't do it without them! And the many, many game manufacturers, gaming clubs and individuals that submit and run gaming events!

PATHFINDER SOCIETY®

YEAR OF THE DEMON



PATHFINDER SOCIETY IS THE WORLD'S LARGEST RPG ORGANIZED PLAY CAMPAIGN, FEATURING MORE THAN 45,000 PLAYERS IN A GLOBAL QUEST FOR ADVENTURE. JOIN THE SOCIETY AT GEN CON INDY, NOW IN THE SAGAMORE BALLROOM, TO KICK OFF THE NEW SEASON, YEAR OF THE DEMON, WITH A 1000-PERSON MEGA-EVENT ON FRIDAY, ORGANIZED PLAY ALL WEEKEND, AN EXPANDED PATHFINDER KIDS TRACK FOR PLAYERS AGED 6-12, AND A SILENT AUCTION TO BENEFIT THE GEN CON CHARITY.



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IN THE SAGAMORE BALLROOM

GENERAL INFO

GEN CON BADGES

WHY DO I NEED A BADGE?

Everyone attending Gen Con (excluding children ages 8 and under) must wear a valid Gen Con badge at all times for identification while in the convention center and surrounding hotels and during game playevents. A badge will allow you admittance into the Exhibit Hall, Art Show, Anime events, seminars, and other events happening in public areas during the convention. It is also needed to purchase tickets for events you wish to participate in.

Badges must be visible at all times to assure staff and security of your eligibility to participate in the show. (We do not offer parent badges, shopper badges or other types of limited-access, discounted badges.)

CHILDREN 8 & UNDER

Children ages 8 and under are admitted for free when accompanied by an attending adult and must be registered onsite for security purposes. Come to the Customer Service or Badge Registration kiosks to register your child and provide us with your contact information in case you are separated from your child. You will receive a wristband which must be attached to your child's wrist while in the convention center and surrounding areas where you are participating in Gen Con events.

All children must be accompanied at all times by a Parent or Guardian with a valid badge. Children ages 9 and above are subject to standard badge pricing.

REGULAR BADGE PRICING *

4-Day badge - \$80

1-Day badge (Thursday, Friday or Saturday) - \$50

1-Day badge (Sunday) - \$30

Family Fun badge (Sunday) - \$30/family of four

Family Fun Package (Sunday) - \$40/family of four (includes badges and 8 generic tickets)

* There is a 6% admissions tax for all badge purchases, in compliance with Marion County laws.

PAYMENT

We accept cash or credit card (Visa, MasterCard, Discover, and American Express) as payment. Checks and money orders are not accepted at any time. A 6% admissions tax will be charged on all badge purchases, in compliance with Marion County laws.

EVENT TICKETS

WHY DO I NEED EVENT TICKETS?

An event ticket confirms a spot to participate in a game or event that is scheduled during the show. Participants may purchase tickets for a specific event or buy generic tickets which are used more like cash to pay admission fees associated with an event. The drawback to purchasing generic tickets is that they do not guarantee admission or the ability to play a game if the event sells out.

EVENT TICKET PRICING

Most events are priced based on their duration: \$2 for every increment of 2 hours. Some event organizers may charge more for special events or to cover the cost of supplies and prizes, but prices are always in \$2 increments. Tickets must be purchased from a Gen Con registration kiosk, not from event organizers. We accept cash or credit card (Visa, MasterCard, Discover, and American Express) as payment. Checks and money orders are not accepted at any time. Never pay an event organizer or GM directly for an event – you must purchase an event ticket first.

GENERIC TICKETS

Generic tickets are sold in \$2 denominations. Generic tickets may be used like carnival tokens to pay admission fees associated with a specific event. For example, if you wish to participate in an event costing \$4, you could pay for the event with two generic tickets (valued at \$2 each). *Cash will not be accepted at any events.*

Generic ticket purchases are limited to 50 (or \$100 worth of tickets) per transaction. *Any unused generic tickets can only be refunded for system credit and must be turned in to the Customer Service kiosks onsite before 4:30 pm on the Sunday of the convention.* System credit is non-refundable, non-transferrable, and does not expire.

REGISTRATION POLICIES

**For onsite refunds or exchanges, please visit the Customer Service kiosks.*

BADGE REFUNDS/EXCHANGES

The last day to receive a badge refund was July 1, 2013, 11:59 pm (Eastern). Only event tickets can be refunded onsite. Badges are non-refundable and non-transferrable after the deadline.

If you want to exchange your 1-Day badge for a 4-Day badge or your 4-Day badge for a 1-Day badge, you may do so at the Customer Service kiosks. Event tickets for non-applicable days will be refunded so long as they haven't happened yet. A 1-Day badge can be upgraded to a 4-Day badge only if the 1-Day badge is current. In order to exchange a current 1-Day badge for a different 1-Day badge onsite, you must do so a minimum of one day before your badge is valid.

A valid government-issued photo ID and a Gen Con Indy 2013 badge are required to process any type of badge or ticket exchange onsite, and the exchange will only be processed for the person whose name is on the badge being returned.

EVENT TICKET REFUNDS/EXCHANGES/CANCELLATIONS

Event-specific ticket refunds must be requested at least 30 minutes prior to the start of the event. All refunds will be managed at the Customer Service kiosks and will be refunded to the person whose name is on the ticket (purchaser or receiver). All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded. A valid government-issued photo ID and a Gen Con Indy 2013 badge are required to process any type of ticket refund or exchange. All refunds will be credited back in the original form of payment. For ticket exchanges, please present the ticket for the event you would like to exchange and provide the Game ID number for the event you wish to purchase.

If an event has been cancelled, please see a nearby Event HQ for further instructions. **No refunds will be given for cancelled events without a stamp or signature from the area's Event HQ.** The last day to receive a ticket refund is 4:30 pm on the Sunday of the convention.

GENERIC TICKET REFUNDS

Generic tickets are only refunded for system credit. There is no cash or credit card refund for generic tickets. System credit is non-refundable, non-transferrable, does not expire, and can be used to purchase badges or tickets for any future Gen Con Indy. All ticket refunds are subject to a 5% administrative fee for the total sum of tickets refunded. Ticket refunds will be managed at the Customer Service kiosks and will only be refunded to the person whose name is on the ticket (whether it is the purchaser or the receiver). A valid government-issued photo ID and a Gen Con Indy 2013 badge are

REGISTRATION & CUSTOMER SERVICE

WHAT IS REGISTRATION?

Registration covers all processes associated with attending the convention, obtaining badge credentials, and purchasing event tickets. Registration offers five services: Badge Registration, Event Registration, Customer Service, Special Services, and Will Call. The "Main Registration" kiosks are located in the convention center's Wabash-East Concourse near the Maryland Street Motor Lobby. There are also a few remote Event Registration sites located in Hall F and the Marriott (Indianapolis Marriott Downtown, 350 West Maryland Street). Each service area is clearly marked for your convenience.

BADGE REGISTRATION

Badge purchases can be made onsite at the Badge Registration kiosks located in the convention center's Wabash-East Concourse near the Maryland Street Motor Lobby. We accept cash and all major credit cards (American Express, Discover, MasterCard, and Visa). We do not accept checks or money orders at any time. Free badge holders are available at these kiosks for your use.

EVENT REGISTRATION

Event tickets can be purchased onsite at the Event Registration kiosks located in the convention center's Wabash-East Concourse near the Maryland Street Motor Lobby or at Event Registration kiosks in Hall F and the Marriott (Indianapolis Marriott Downtown, 350 West Maryland Street). See the Area Hotel Maps for specific locations. We accept cash and all major credit cards (American Express, Discover, MasterCard, and Visa). We do not accept checks or money orders at any time.

CUSTOMER SERVICE

Refund and exchange requests or questions regarding the convention or show policies can be directed to Customer Service. These kiosks are located in the convention center's Wabash-East Concourse near the Maryland Street Motor Lobby. Refunds or exchanges will only be processed at the Customer Service kiosks. Event-specific ticket refunds must be requested at

least 30 minutes prior to the start of the event. All refunds will be issued back to the purchaser of the original ticket(s). Please keep in mind Gen Con is not responsible for badges or event tickets lost in the mail if your items were shipped via USPS.

SPECIAL SERVICES

This kiosk is located on the end of the Customer Service area. Disabled patrons may use this kiosk for their one-stop shopping needs. Will Call pickup, badge and event ticket purchases, and refunds or exchanges can all be made at this location. Customer Service will also have special wristbands to alert staff and event team members that the bearer may need additional assistance (i.e. limited waiting in line, etc.). A wristband is required in order to receive special assistance.

Parents may also use this kiosk if they have already purchased a badge but need to register their under-8 child and obtain a wristband.

WILL CALL

If you purchased a badge or event tickets during Pre-Registration and selected Will Call as your shipping method (or if you purchased items online after Pre-Registration closed), you may obtain your items at the Will Call kiosks, located in the convention center's Wabash-East Concourse near the Maryland Street Motor Lobby. You will need to present a valid government-issued photo ID in order to obtain your packet. Children with no photo ID must be accompanied by a parent or guardian with a valid ID in order to pick up their packet. Please keep in mind Will Call lines may vary based on how many attendees choose this option or purchase their items after June 29.

CHILD REGISTRATION

All children ages 8 and under must be registered at either the Badge Registration or Customer Service kiosks. Registering your child not only tells us how many children are attending Gen Con each year, but it also provides our Security Team with contact information in case you and your child are separated. Be sure to register your child and pick up a child wristband when you arrive at the show.

required to process any type of ticket refund onsite. The last day to receive a generic ticket system credit refund is the Sunday of the convention, no later than 4:30 pm.

LOST OR MISPLACED BADGES & EVENT TICKETS

We cannot replace lost, stolen, or forgotten badges or event tickets. Please be responsible with your convention materials. Lost, stolen, or forgotten items must be repurchased at full cost. It is recommended you check with the Gen Con Show Office in room 112 of the convention center to see if your materials have been turned in to Lost & Found before buying new materials. Gen Con LLC assumes no responsibility for lost, stolen, or forgotten materials. To repurchase your items, go to the Customer Service kiosks in the Main Registration area.

Gen Con LLC is not responsible for items lost in the mail (via the U.S. Postal Service) or items marked "delivered" by the FedEx tracking system. If you chose to have your items shipped via FedEx, we will reprint your badge and event tickets, as long as the FedEx site lists your package as "lost" or not yet delivered. If you chose USPS or if your FedEx package is listed as "delivered", you will be responsible for purchasing a new badge and any associated tickets. Any returned mail will be available for pick-up at the Will Call kiosks onsite.

If your items did not arrive in the mail before the show and you repurchase your items onsite, let us know if your package arrives at your home after the show. Contact customerservice@gencon.com and do NOT open the package.

RIGHTS AND RESPONSIBILITIES

The purchase of a Gen Con Indy badge admits one person to all basic activities and exhibits at Gen Con Indy (the "Event") during regularly scheduled hours for the day(s) it is purchased. Some designated activities require preregistration and/or payment of a separate, additional fee.

In accepting the badge and in consideration of being admitted to the Event, the holder of the badge hereby: (1) assumes full responsibility for his/her own safety, and accepts all known and unanticipated risks of loss, damage, and injury (including death or disability) to himself/herself and his/her property while attending, participating in or becoming involved with the Event, regardless of whether or not such risks are attributable to the negligence of others; (2) releases and discharges Gen Con LLC and its employees, officers, directors, owners, sponsors, exhibitors, and contractors (collectively "Gen Con") from any claims or liability for loss, damage or injury (including death or disability) to his/her person and property arising out of or in any way connected to the Event, including but not limited to claims based on Gen Con's own negligence; (3) consents to being recorded by audio and/or visual means, and authorizes and permits Gen Con to use and authorize the use of such recordings and his/her name, voice, likeness, and all reproductions thereof by any means and for any purposes, in all media now and hereafter known, worldwide in perpetuity; and (4) agrees to comply with all the rules and regulations of the Event.

Gen Con reserves the right to deny entry, or remove from the Event, any person who Gen Con considers, in its sole and absolute discretion, as behaving or threatening to behave in a disruptive manner. The Gen Con Indy badge is non-refundable for any reason. GEN CON, the Gen Con logo, and The Best Four Days in Gaming! are trademarks of Gen Con LLC. All rights Reserved.

AT A GLANCE

MAIN BADGE & EVENT REGISTRATION

(purchase or pick up badges and event tickets)

Wed, noon – 9 pm
Thu – Sat, 7 am – 9 pm
Sun, 7 am – 4 pm

CUSTOMER SERVICE & SPECIAL SERVICES

(refunds, exchanges, child registration, disability services)

Wed, noon – 9 pm
Thu – Sat, 7 am – 9 pm
Sun, 7 am – 4:30 pm

WILL CALL

(purchase or pick up badges and event tickets)

Wed, noon – midnight
Thu, 6 am – 9 pm
Fri – Sat, 7 am – 9 pm
Sun, 7 am – 4 pm

HALL F REMOTE REGISTRATION

(purchase event tickets only)

Thu – Sat, 7 am – 2 am
Sun, 7 am – 2 pm

MARRIOTT REMOTE REGISTRATION

(350 West Maryland Street, purchase event tickets only)

Thu – Sat, 9 am – 6 pm
Sun, 9 am – noon

OVERNIGHT REGISTRATION & CUSTOMER SERVICE

(purchase or pick up badges and event tickets, refunds, exchanges, etc.)

Thu – Sat, 9 pm – 7 am

EXHIBIT HALL

Thu – Sat, 10 am – 6 pm
Sun, 10 am – 4 pm

INFO BOOTH

Wed, noon – 7 pm
Thu – Sat, 7 am – 7 pm
Sun, 7 am – 5 pm

SHOW OFFICE

Wed, noon – 9 pm
Thu – Sat, 7 am – 9 pm
Sun, 7 am – 5 pm

CONTACT US

If you have any inquiries regarding Registration, Customer Service, Will Call, Policies, or Refunds, please come to the Customer Service kiosks in the Wabash-East Concourse near the Maryland Street Motor Lobby.

If you have any questions after the show, feel free to call our office at 800-529-3976 x3806 or email us at customerservice@gencon.com. Regular Customer Service hours are Monday – Friday, 9:30 am – 5:00 pm (Pacific).

CONVENTION CENTER POLICIES

ADHESIVE BACKED STICKERS & DECALS

Adhesive backed decals and stickers may not be distributed inside the Indiana Convention Center by any exhibitor or individual.

ANIMALS

Only service animals are allowed in the convention center. Service animals are defined as animals that are individually trained to perform tasks for people with disabilities, such as: guiding people who are blind, alerting people who are deaf, pulling wheelchairs, alerting and protecting a person who is having a seizure, or performing other special tasks. Service animals are working animals, not pets. No other animals are allowed on convention premises.

FOOD & BEVERAGES

The Indiana Convention Center holds the exclusive right to sell food and beverages on the convention premises. No outside food may be brought on to the premises. Should such food be discovered, the offending party may be asked to finish the food off the premises or be removed from the convention without refund.

SMOKING

There is no smoking allowed inside any of the convention facilities, including public areas of participating hotels. Smoking is permitted outside in designated areas only. Please be respectful of our host city and help keep the streets and sidewalks clean by disposing of your smoking paraphernalia in the appropriate receptacles.

SOLICITATION

The sale of any items or services without the prior consent of Gen Con LLC and an Indiana state sales permit is not allowed on convention premises. Distributing or posting any promotional materials is also prohibited. Violation of this policy may result in immediate removal of materials and expulsion from the convention center without refund.

JOIN US FOR GEN CON INDY 2014!

Planning to return next year? Now's a good time to make sure your account is ready to go for Badge Registration in January!

YOUR GEN CON ACCOUNT

If you created an account before the show, your Gen Con Account is ready to go for next year. If you purchased a badge onsite this year, be sure to activate your account using the email you received at the time of purchase. Then update your contact information so you're all ready for next year.

GEN CON INFO

Get onto the Gen Con mailing list before January rolls around to receive updates on registration dates and other important Gen Con information. It's easy... Log into your Gen Con account, go to your My Profile page, and see if it says "Mailing Lists: Gen Con Indy". If it doesn't, click the Change button, check the Gen Con Indy box, and click "Update".

If you choose to opt out of the email blasts but still want access to Gen Con information throughout the year, check out our Facebook page or follow us on Twitter. Also, check our website throughout the year for information on registration, events, guests, policy updates, and more!

BUY A BADGE FOR 2014

Badge Pre-Registration will begin in January. When the time comes, all you have to do is log into your Gen Con account to purchase your badge at the discounted price.

Remember, there are several types of badges available for Gen Con Indy attendees. You can purchase a 4-Day badge, good for Thursday-Sunday events, or a 1-Day badge for either Thursday, Friday, or Saturday. We also have a Trade Day badge for Retailers, Librarians, Educators, Licensing Agents, Publishers, and Distributors, which includes Wednesday programming and complimentary 4-Day access to the rest of the show. Those who want a "VIP" experience can purchase a VIG (Very Important Gamer) Package. Being a VIG is becoming more and more popular each year, so if you are interested in joining this exclusive program, be ready to make your purchase as soon as Pre-Reg opens.

We're here for you! If you have any trouble getting into your account, purchasing a badge, or anything else on our registration site, be sure to contact us at customerservice@gencon.com.

SHOW POLICIES

ETHICS & CONDUCT

All of the following constitute grounds for expulsion from the convention without refund:

- Violating any federal, state, or local laws, facility rules, or convention policies
- Failure to comply with the instructions of Gen Con Event Staff or security personnel
- Using anything in a threatening or destructive manner against person or property
- Endangering the safety of oneself or others
- Threatening, stealing, cheating, or harassing others
- Failure to conduct oneself in a mature and responsible manner

If you experience or witness any of the above, please seek out Gen Con Event Staff or Gen Con Security to report the incident. If you can't locate an Event Staff member please report the incident to Show Management in the show office.

NO HARRASSMENT POLICY

Gen Con: The Best Four Days in Gaming! is dedicated to providing a harassment-free Event experience for everyone, regardless of gender, sexual orientation, disability, physical appearance, body size, race, religion, or affiliation. We do not tolerate harassment of convention participants in any form. Convention participants violating these rules may be sanctioned or expelled without refund at the discretion of show management.

SECURITY

Security is provided by a professional security firm and may include off-duty law enforcement personnel, security guards, and Gen Con Event Staff. All security personnel serve to ensure the safety and wellbeing of everyone. Please show them the respect they deserve. Failure to comply with the directives issued by uniformed security and staff may result in immediate expulsion without refund.

COSTUMES & WEAPONS

Weapons and items resembling authentic weapons are not allowed at Gen Con. Self defense, recreational, and utility items such as knives, tazers, pepper spray, BB guns, cap guns, air-soft weapons, paintball guns, water guns, martial arts weaponry, including wooden practice weapons, etc, are not welcome, even if it is lawful to own and carry them. Off-duty security, law-enforcement, and military personnel are not allowed to bring their weapons to Gen Con. Items resembling futuristic weapons, fantasy weapons, and non-projectile boffer weapons may be allowed provided they are not handled in a careless, threatening, or destructive manner against person or property.

Questionable items can be brought to the Information Desk in the convention center or the Show Office (room 112) during operating hours to be checked for compliance with this policy. Some events may provide exceptions to this policy under strict circumstances defined by that event. Items purchased in the Exhibit Hall that violate this policy must be wrapped and immediately removed from the convention premises.

20th & 21st century uniforms may not be worn as costumes. These include any uniform that can be construed as a military uniform from any country or a uniform worn in an official capacity, such as security guard, police officer, deputy, fire marshal, paramedic, etc. Active duty military personnel are permitted to wear their government-issued uniforms.

Gen Con is a family-friendly show, and all costumes must comply with generally accepted standards of taste and decency. Overly-revealing and immorally suggestive costuming as well as overt nudity are forbidden at Gen Con. Shoes or sandals are also required in public concourses and other common areas.

Gen Con Event Staff or security personnel may inspect any item or costume at any time during the convention. Failure to comply with these policies and/or the instructions of Gen Con Event Staff or security personnel may result in immediate expulsion from the convention without refund.

If you have any questions about these policies, please visit the Information Desk or the Show Office in the convention center during operating hours.

ADVERTISING

There is no flyering, posterizing or showbilling of any kind in or around any of the convention grounds, including the hotels. If caught, you may be asked to leave the convention and have your badge revoked, without refund.

EVENT SPACES

Gen Con reserves the right to clear each room after an event. Attendees will not be allowed to remain in the room for the next event.

Items cannot be stored in event spaces. If found, items may be moved or discarded.

LOST & FOUND

The Gen Con Show Office (room 112) will serve as the center for lost and found items during the convention. **Unclaimed property will be turned over to the convention center security office at the close of the convention.** You can help protect your belongings by including identification tags with mobile phone numbers in wallets, purses, backpacks, and other loose items. Labeling belongings helps us attempt to return recovered items to their rightful owners. Gen Con LLC assumes no responsibility for lost, stolen, or forgotten materials.



EXPERIENCE THE SUNDERING

The Sundering will change the fate of the Forgotten Realms® forever—and it all starts at Gen Con! Learn what lies in store for Faerûn and how you will help shape the future of the Realms.

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Explore D&D Next and begin to face the dark events of the Sundering in Hall D:

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- Run time: 4 hours

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Spend the evening in Baldur's Gate at the official Sundering launch party! Mingle with D&D designers, authors, and other industry luminaries while enjoying food, drinks, music, adventure and more. Get your tickets at GenCon.com while they're still available!

Make Your Story Legend

PREVIEW D&D® NEXT!

Pick up *Ghosts of Dragonspear Castle™* at the Gale Force 9 booth (#423). This first D&D Next preview product is a **GEN CON EXCLUSIVE!**

SEMINARS

Check this book for a complete list of D&D seminars taking place in Room 120.

MEET THE AUTHORS!

R.A. Salvatore, Ed Greenwood, Troy Denning, Richard Lee Byers and Erin M Evans will be on hand to sign books. Check Hall D for times.

GET THE T-SHIRT!

Get your D&D Gen Con T-shirt, available only from ARACA in the D&D gaming area in Hall D.

Rise up to leave your mark on the Realms at: DungeonsandDragons.com/Sundering

FORGOTTEN REALMS



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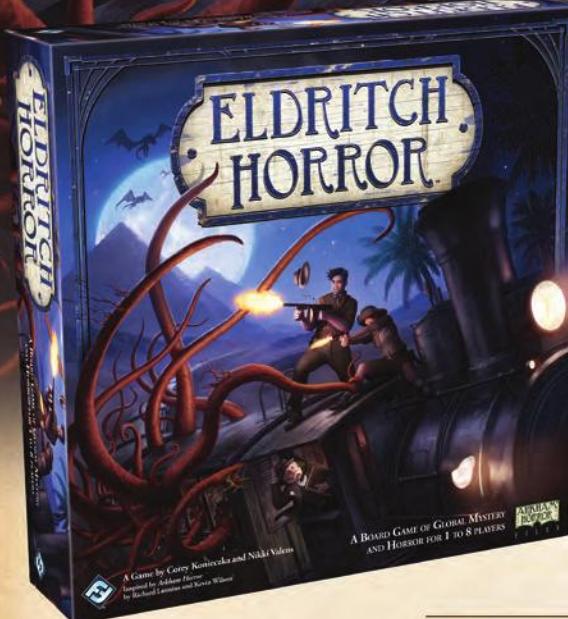
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CONNECT WITH GEN CON

EVERYONE KNOWS THAT GEN CON INDY IS THE “BEST FOUR DAYS IN GAMING!™” HOWEVER, DURING THE 361 DAYS AFTER EACH GEN CON WEEKEND, A VIBRANT AND PASSIONATE GROUP OF GAMERS DISCUSSES THE NEXT UPCOMING SHOW. FIND OUT HOW YOU CAN BECOME PART OF GEN CON’S ALL-YEAR EXPERIENCE!



The resident home for Gen Con's most passionate and dedicated fans, Community is the ultimate resource for attendees.

Take advantage of a wealth of Gen Con experience, learn the hidden secrets of where-to-go and what-to-do in Indianapolis, and voice your opinion in dedicated year-long discussion on Gen Con.

You can find Community at:

community.gencon.com

Check it out!



If you have a smart phone and two spare minutes, you can tweet directly to the folks that operate the Best Four Days in Gaming! Get

your questions answered and participate in a wide open dialog with the entire gaming community!

Gen Con's official Twitter handle is
@gen_con



Want to see Gen Con news as it breaks? Interested in exhibitor updates, contests, photos, videos, and exclusive deals?

Then, you need to go to Gen Con's Facebook page:

www.facebook.com/genconindy

The Gen Con Indy Facebook page captures the enthusiasm of the show with bright, exciting multimedia offerings and connections to time-sensitive offers and exciting contests. Join 30,000 international fans of Gen Con in a worldwide 24/7 gaming conversation!



NEWSLETTER

More than 70,000 Gen Con fans have subscribed to the Gen Con Indy newsletter. Packed with timely Gen Con news and distributed dozens of times throughout the year, Gen Con's newsletters are the official word on the convention.

Learn about key dates, exciting new programs, and important deadlines through the newsletter. You can sign up on Gen Con's front page, **www.gencon.com**, under the Latest News heading.

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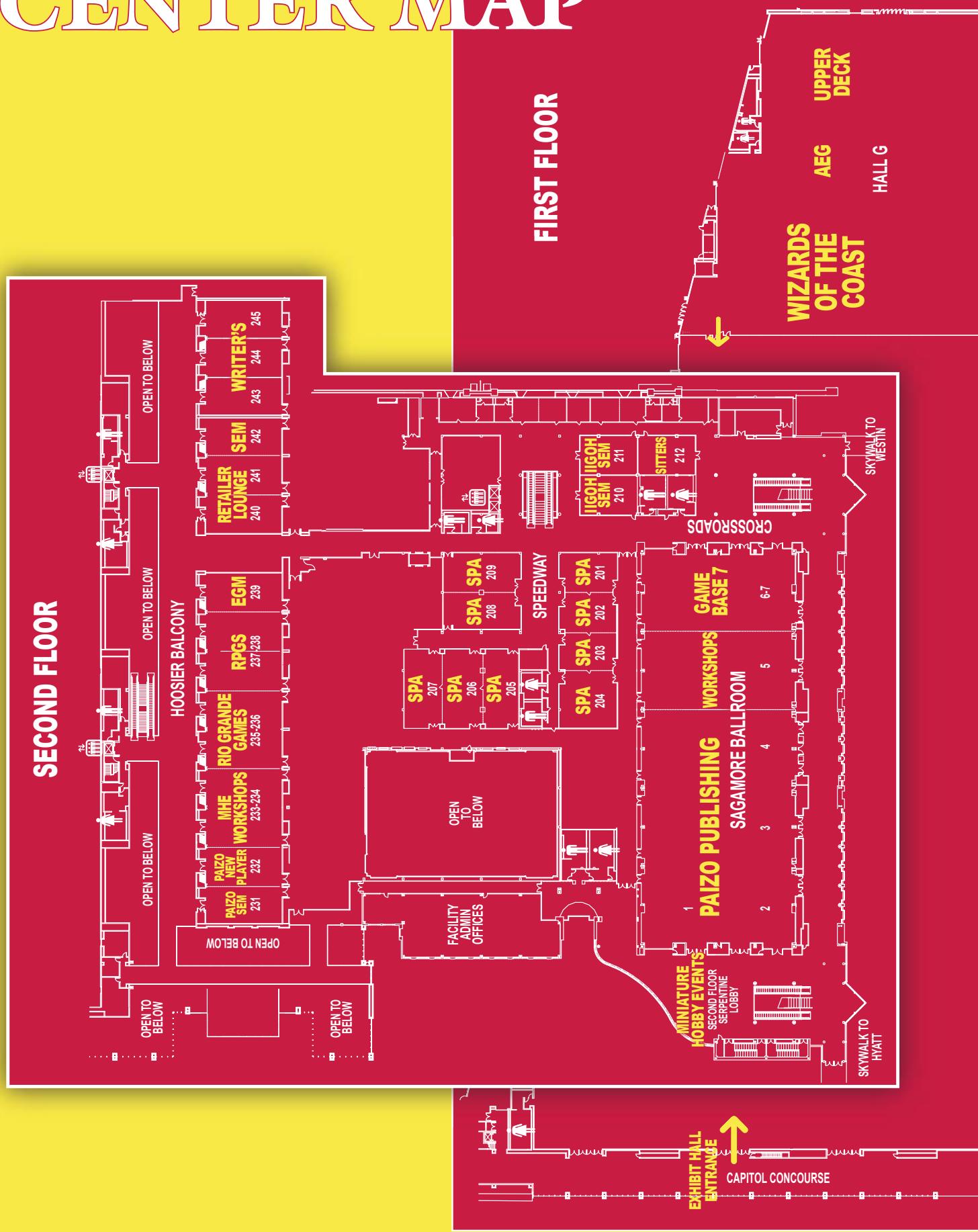
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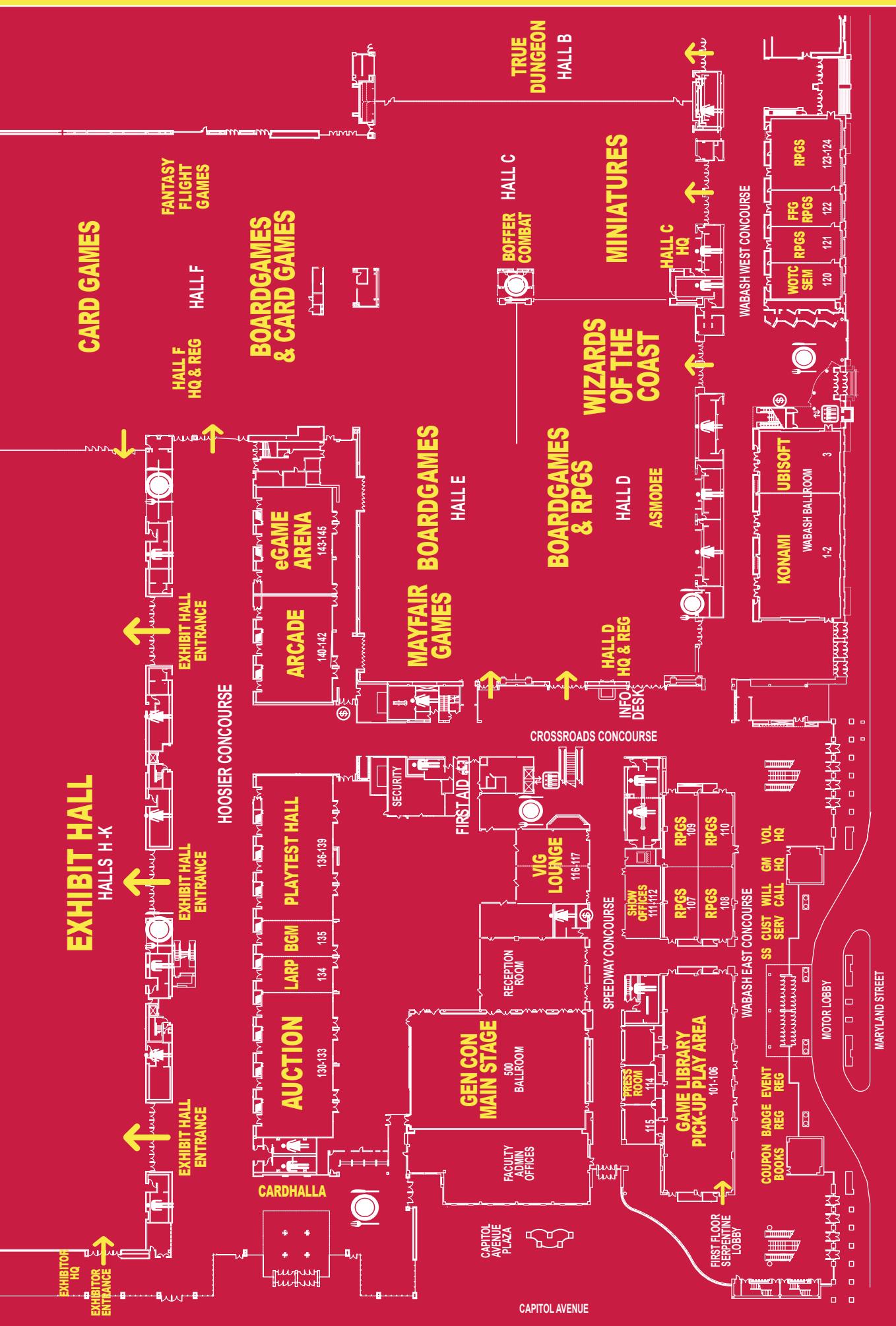
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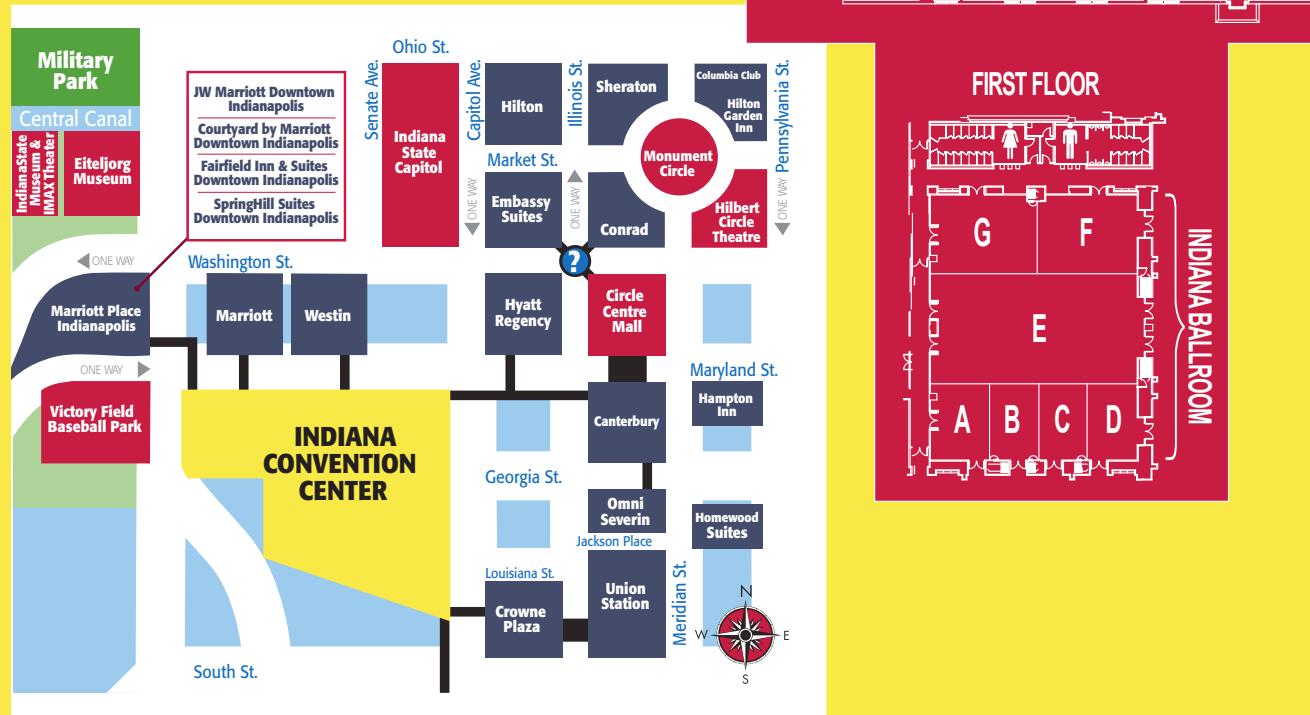
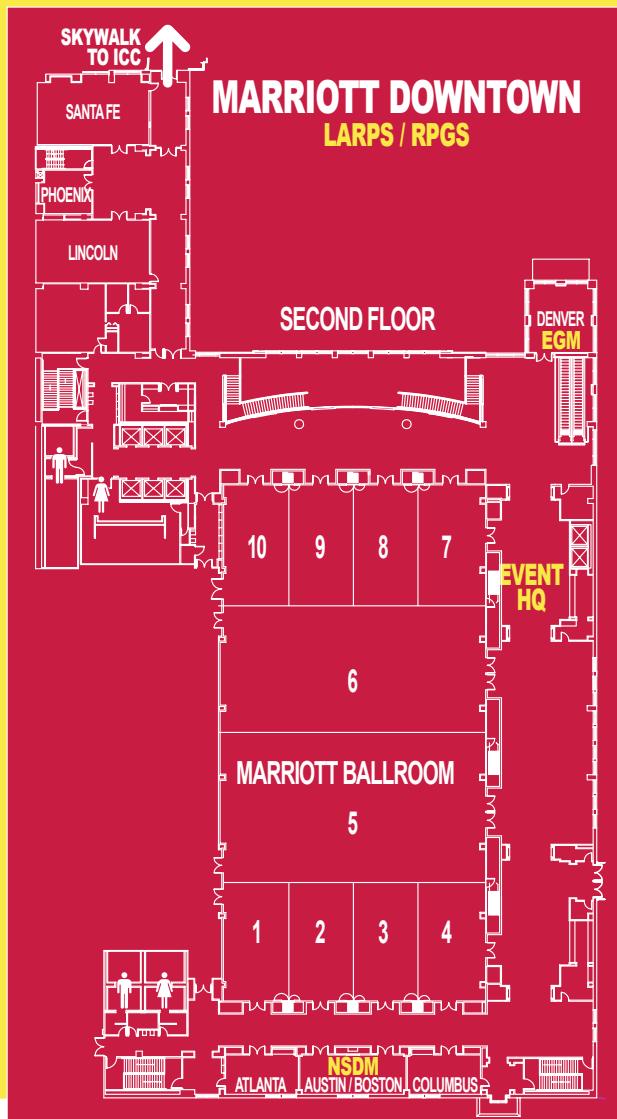
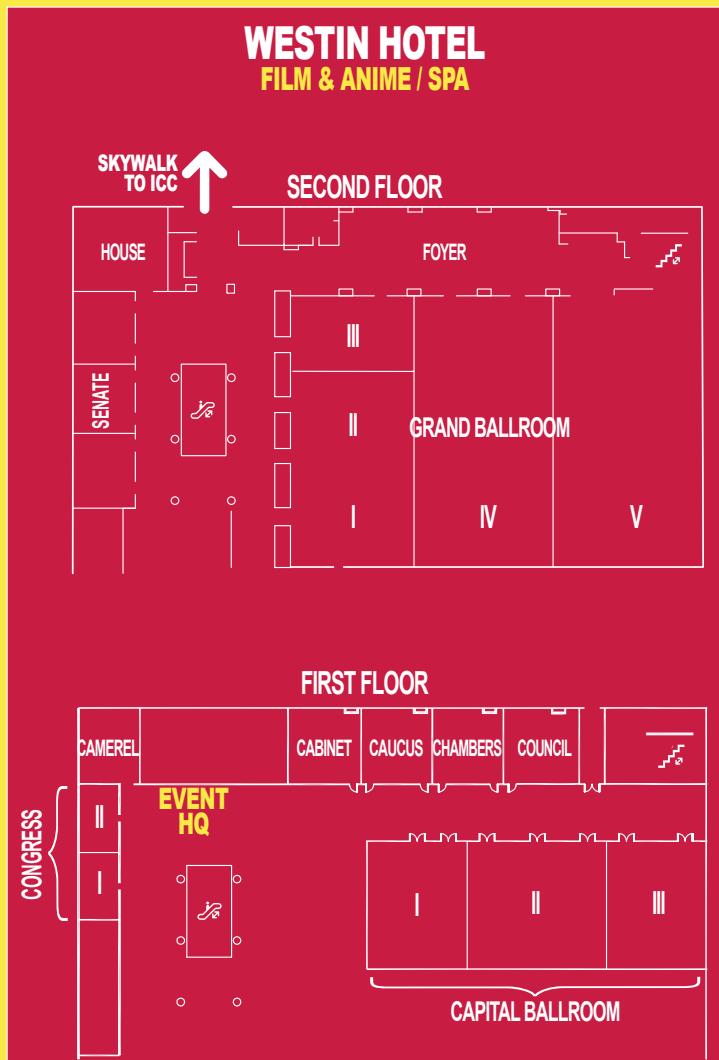
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CONVENTION CENTER MAP



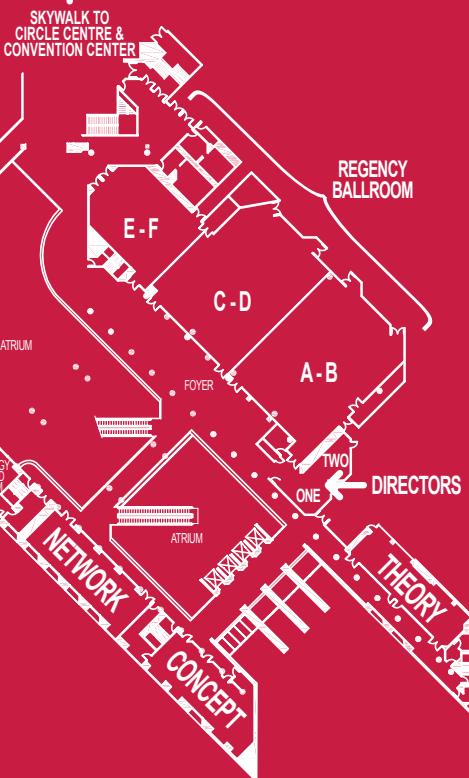


HOTEL & DOWNTOWN MAPS



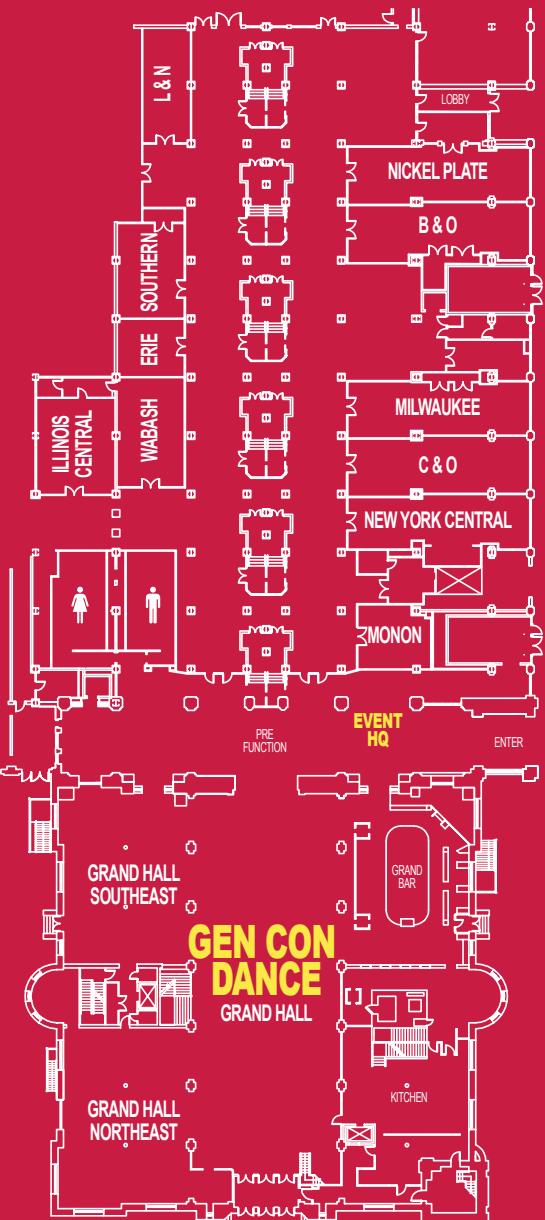
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↑ SECOND FLOOR



UNION STATION LARPS / RPGS / ENT

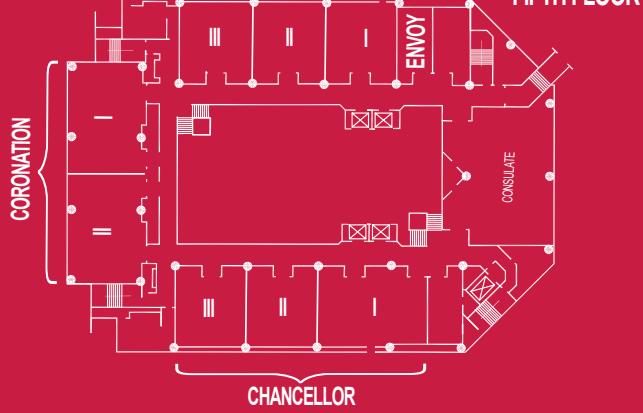
FIRST LEVEL



EMBASSY SUITES SEM / WKS

AMBASSADOR

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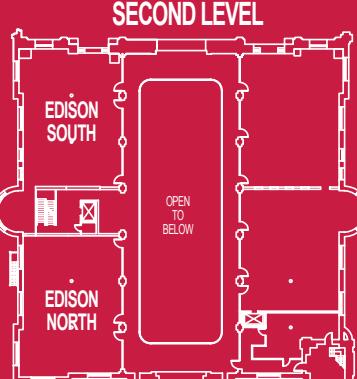
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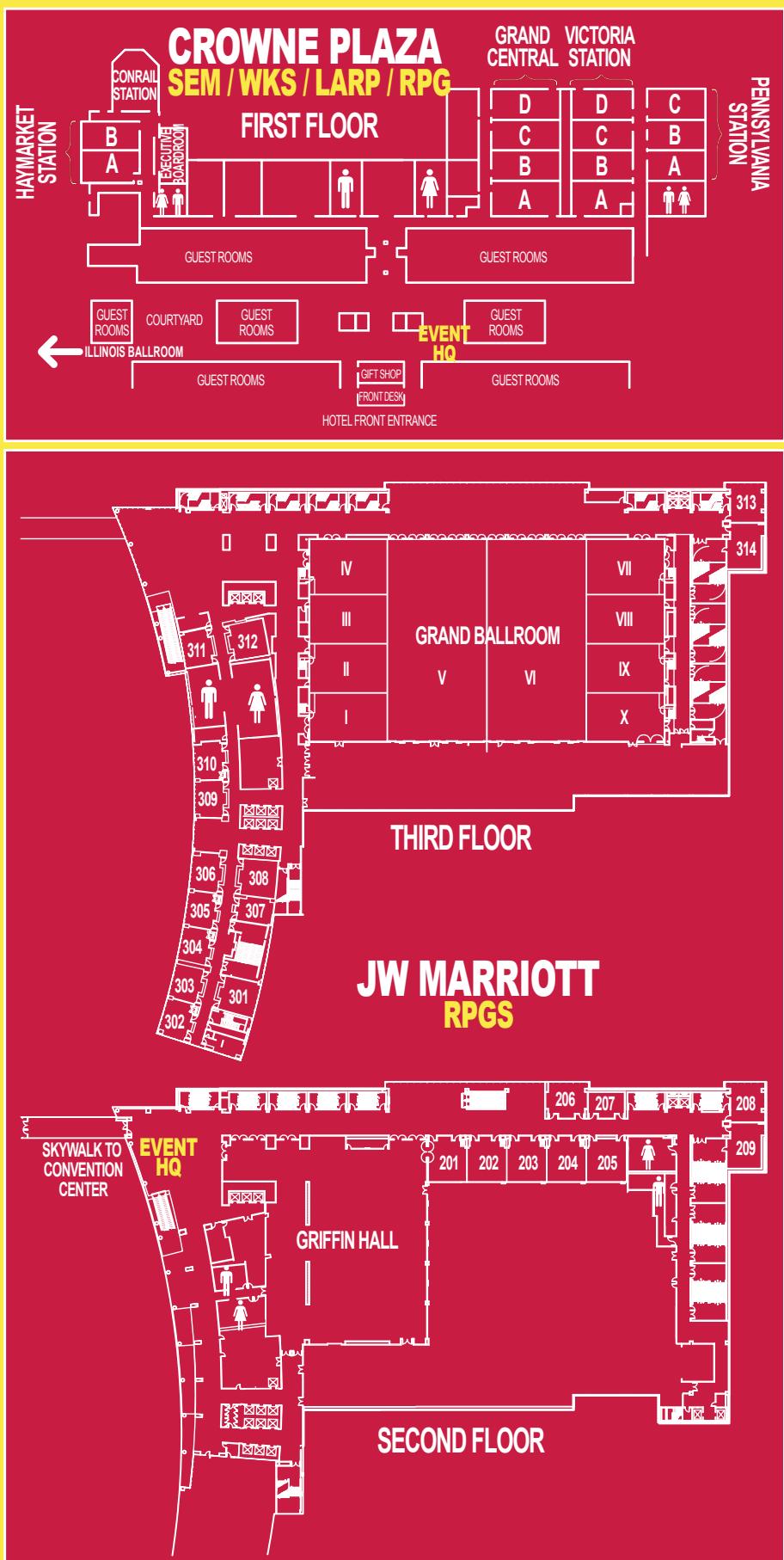
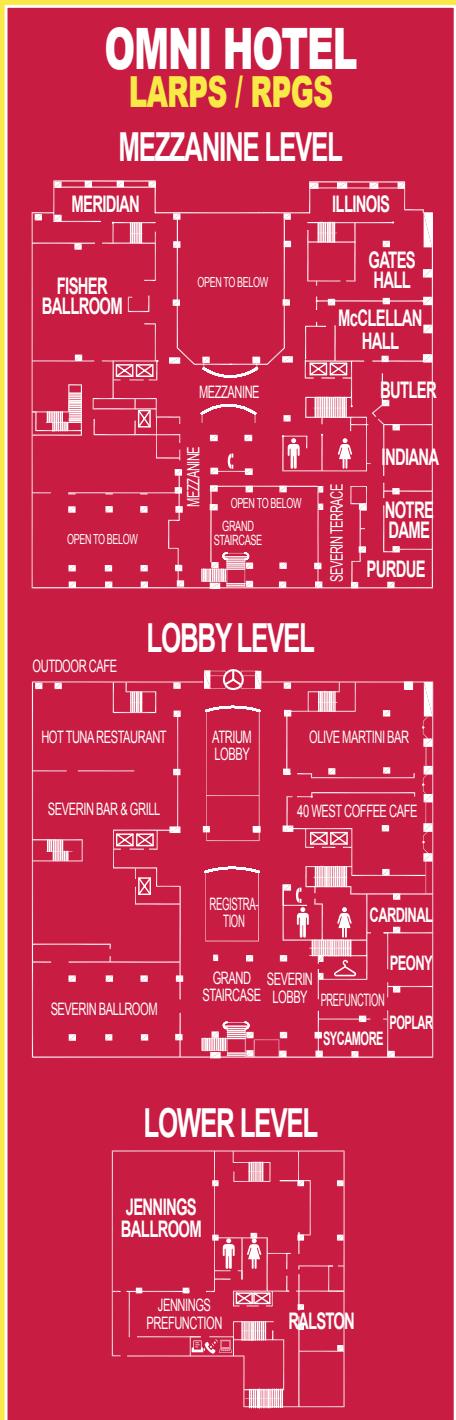
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HOTEL MAPS





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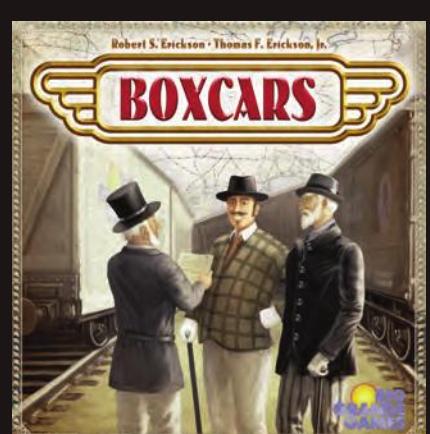
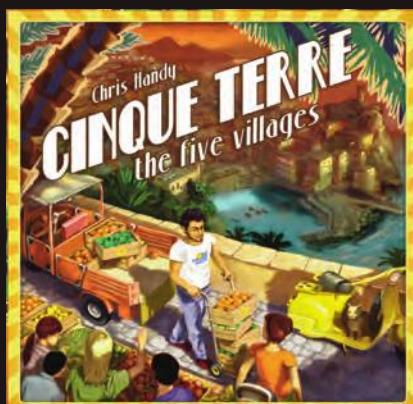
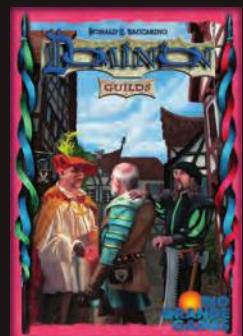


Join us for free (no fee/ticket required) to try
Guilds:the latest expansion of Dominion and
our other new games!

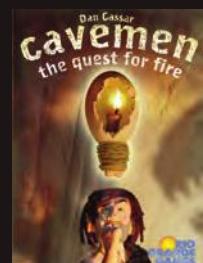
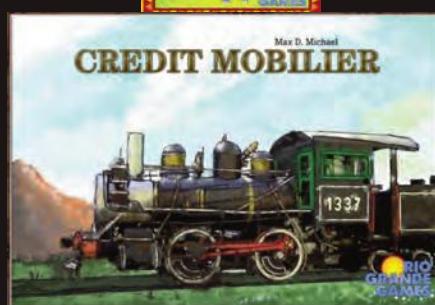
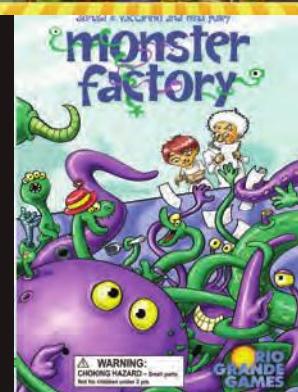


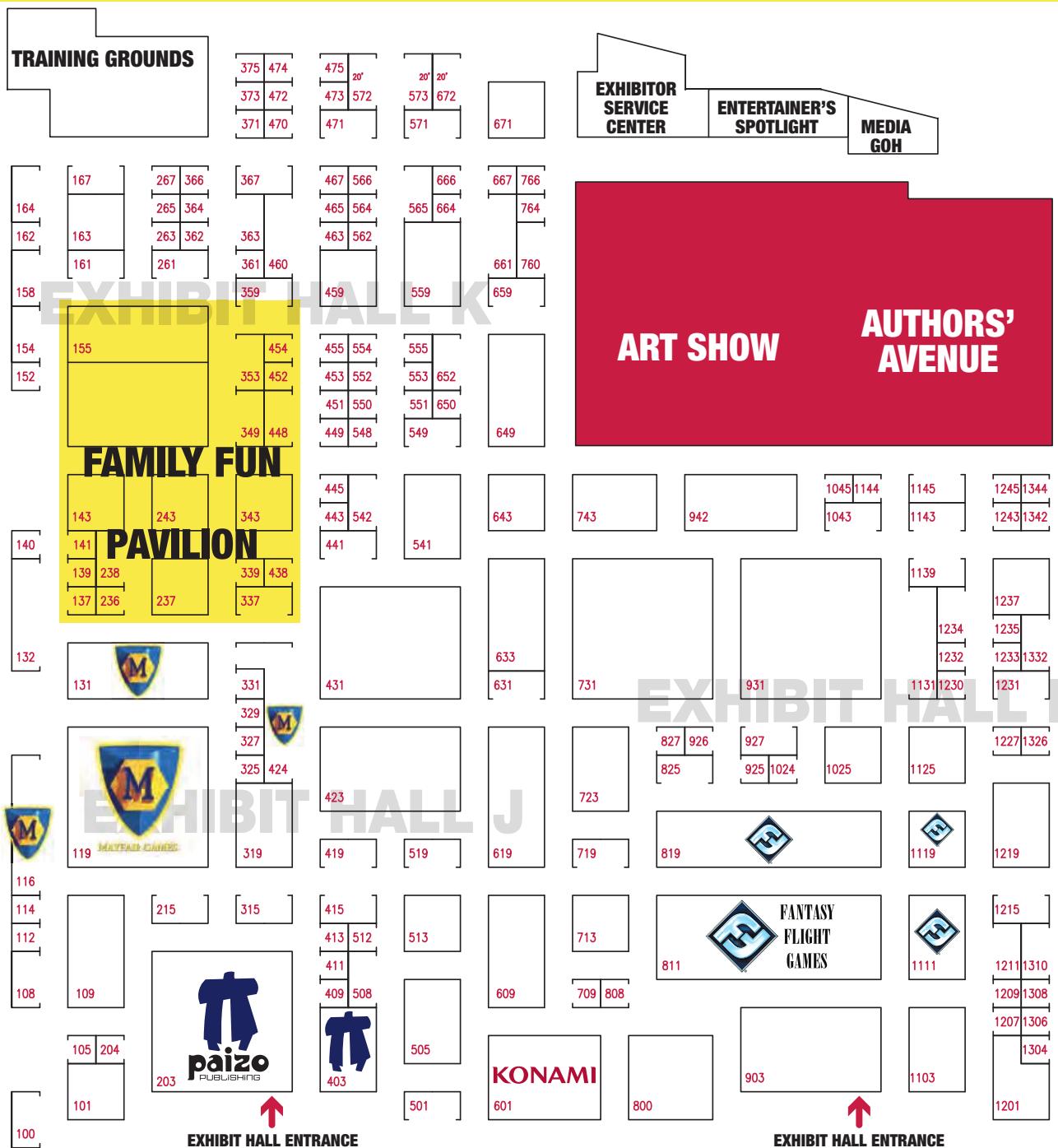
In this medieval-themed game, players compete to build the biggest Dominion. They do this by buying action, treasure, and victory cards from a common pool, available to all players. The game comes with treasure cards, victory cards, and 25 different sets of action cards, but players use only 10 sets in each game, so every game is different and offer new challenges.

This is the 8th addition to the game of Dominion. It adds 13 new Kingdom cards to Dominion. It has coin tokens that you can save to spend later, and cards you can get more out of by paying extra for them. Jobs, everyone's worried about jobs. Whatever happened to tilling the fields in obscurity? The economy is just a trick, like stealing someone's nose, but lately people seem to have seen through it, like when you realize someone hasn't really stolen your nose. So now everyone's joining a guild, learning a craft, and working on a masterpiece - a painting so beautiful it blinds you, or a cheese grater so amazing that you never eat cheese again. The only people left tilling the fields are the ones doing it ironically.



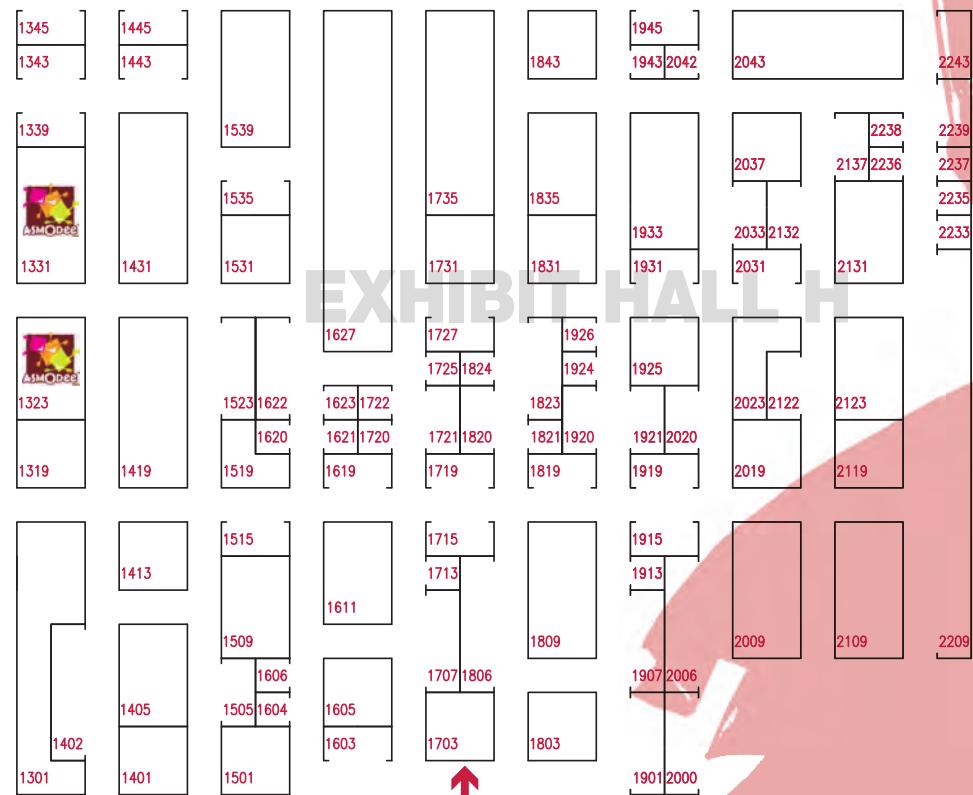
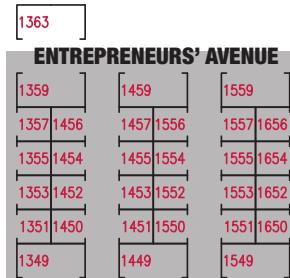
We look forward to showing you our new and classic games in our demo room at Gencon.





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INDIANAPOLIS



August 15-18, 2013

Welcome!

On behalf of the City of Indianapolis, it is my pleasure to welcome you to Gen Con, "The Best Four Days in Gaming". We are honored to have this fun and exciting group back in the city for the 11th consecutive year and to see attendance records broken once again.

Even after a recent investment of \$3 billion in tourism-related infrastructure to make Indianapolis a bigger and better convention and event destination, including a \$275 million expansion of the Indiana Convention Center to keep important and growing groups like you here in our city, Indy is still on the move. This spring we celebrated the grand opening of the \$63 million, 8-mile Cultural Trail. This bicycle and pedestrian path winds through downtown connecting dining, shopping, cultural amenities and entertainment options in all six of our eclectic cultural districts. The decorative brick trail is lined with 500 new trees, acres of landscaping, public art installations, and lighting.

We have also welcomed a new hotel this year, The Alexander, which is best described as an art museum. The property features over 60 works of contemporary art curated by the Indianapolis Museum of Art. Indianapolis is truly a city on the move. I am confident our world-class facilities, combined with our extensive cultural amenities and dedication to service, will ensure that you have a first-rate experience.

Our 75,000 hospitality professionals welcome over 22 million visitors annually, and this week they stand ready to welcome you with Hoosier Hospitality. We wish you all the best for a successful and enjoyable stay in our Circle City and hope you will visit us again soon. Happy gaming!

Best regards,

Gregory A. Ballard
Mayor
City of Indianapolis

Office of the Mayor
2501 City-County Building
200 East Washington Street
Indianapolis, Indiana 46204
317.327.3601 (O)
317.327.3980 (F)
<http://www.indy.gov>

INFO

EATING IN INDY

Check out www.VisitIndy.com for a full list of places to eat in Indianapolis.

1913

American | Seafood | Steak | \$12-\$24
40 W. Jackson Pl. | 317-396-3623

As Omni Severin hotel's restaurant, the name pays homage to the year the hotel was built. In fact, the farm-to-table menu showcases food found on menus in the early 1900s mixed with a twist of today's culinary creativity. Signature dishes include Miller Farms Half Chicken, Pan-Roasted Brook Trout, Indiana Onion Pie and Sugar Cream Pie.

120 West Market Fresh Grill

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www.indianapolis.hilton.com

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Acapulco Joe's

Mexican | \$12 and under
365 N. Illinois St. | 317-637-5160

Half a century ago, owner and Mexico-native, Joe Rangel, brought the flavors of his homeland to downtown Indy, just steps away from Monument Circle. Rangel's rags to riches story is reiterated with his outdoor sign, "God Bless America," and the frequent replay of "God Bless America" inside the restaurant's doors. Affordable Mexican/American food in a fun downtown ambiance.

Adobo Grill

Mexican | \$12-\$24
110 E. Washington St., | 317-822-9990
www.adobogrill.com

Enjoy fine Mexican food in this high-energy downtown restaurant. Adobo Grill is most known for their guacamole that is so fresh they make it right at your table or their Thursday night mariachi nights and Saturday salsa nights.

Alexander's Bar & Grille

American | \$12-\$24
31 W. Ohio St.-1981 | 317-635-2000
www.sheratonindianapoliscitycenter.com

Located steps away from Monument Circle and inside the Sheraton hotel, diners enjoy a relaxed and friendly atmosphere and a classic American menu.

Au Bon Pain

Bakery/Cafe/Deli | Ethnic | French | \$12 and under
26 Monument Circle | 317-624-9123
www.aubonpain.com

Guests enjoy fresh sandwiches, salads and soups while overlooking the hustle and bustle of Monument Circle.

Bourbon Street Distillery

American | Cajun/Creole | \$12 and under
361 Indiana Ave. | 317-636-3316
bourbonstreetdistillery.com/

This hole-in-the-wall eatery offers expansive menu of classic American fare and a great selection of Cajun and creole dishes. Perfect for dining al fresco, as the city skyline views are one of the best.

Bu Da Lounge

Asian | Sushi | \$12-\$24
148 E. Market St. | 317-822-8522
budalounge.com/

As Indy's only Asian-inspired martini cigar lounge that specializes in modern Asian cuisine, you'll find yourself in an exotic, ultra lounge-like setting for lunch or dinner and drinks. On weekends, guests can also enjoy live entertainment.

Buca di Beppo

Italian | \$12-\$24
35 N. Illinois St. | 317-632-2822
www.bucadibeppo.com

This downtown Italian establishment packs in large groups of hungry diners for their family-style meals of spaghetti and shrimp Florentine. Open for lunch and dinner.

Buffalo Wild Wings

American | \$12 and under
7 E. Washington St. | 317-951-9464
www.buffalowildwings.com

Right in the heart of downtown Indianapolis, Buffalo Wild Wings offers a great location for sports fans. The hot wing menu choices are almost as lengthy as their beer list and number of TVs along the walls.

Café Zuppa

Bakery/Cafe/Deli | \$12 and under
320 N. Meridian St. | 317-634-9877
www.cafezuppaindyp.com

Breakfast and lunch goers make their way to Café Zuppa for fresh soups, salads and sandwiches in this intimate café tucked inside a downtown historic building overlooking the American Legion Mall.

California Pizza Kitchen

American | Contemporary | Pizza | \$12 and under
49 W. Maryland St. | 317-217-1291
www.cpk.com

Located inside downtown Indianapolis' Circle Centre Mall, California

Pizza Kitchen rolls out a varied and affordable menu of unique pizzas, salads and sandwiches. This casual dining restaurant features innovative pizzas that are creatively designed on a delicious crust and hearth baked to perfection.

Cerulean

Local Food Movement | \$24-\$40
339 S. Delaware St. | 317-870-1320
www.ceruleanrestaurant.com

Attached to The Alexander art hotel and part of the new CityWay neighborhood complex downtown, Cerulean offers innovative meals delivered by Chef Caleb France. From a long list of unique cocktails to a tapas style menu of favorites like the scallops or pork belly macarons, this restaurant is a leader in farm-to-table offerings.

Champion's Sports Bar

American | \$12 and under
350 W. Maryland St. | 317-405-6111
www.indymarriott.com

Located inside the Indianapolis Marriott Downtown hotel, this sports bar boasts 28 TVs and large projector screens making it an optimal place to catch the game. Complete with a large beer menu, a lengthy list of American plates including their towering nacho platter, and a lively ambiance.

Chef Joseph's at the Connoisseur Room

American | \$12-\$24
115 E. Ohio St. | 317-600-3577
www.chefjosephs.com

A setting of modern elegance matched by a menu of gourmet flair complements this restaurant's impressive bar set-up and live classical entertainment. Chef Joseph Heidenreich pours his thirty years of international culinary experience into offering diners a new menu every six weeks.

City Café

American | Contemporary | Organic | \$12 and under
443 N. Pennsylvania St. | 317-833-2233
www.letseat.at/citycafe

Tucked inside a downtown corporate building, City Café is easy to miss. But then diners would miss out incredible soups, salads, sandwiches and breakfast menu. Known for its charm, local flair, palate pleasing food, and impeccable service.

Claypool Grille

American | \$12-\$24
110 W. Washington St. | 317-236-1901
www.embassysuites.com/es/indy-downtown

Nestled inside the downtown Embassy Suites hotel, Claypool Grille welcomes visitors and hotel guests for classic and affordable American fare. Claypool Grille is connected to Circle Centre Mall, Lucas Oil Stadium and Indiana Convention Center via climate controlled skywalks.

City Market

222 E. Market St. | 317-634-9266
www.indycm.com

A hub for all things local in Indianapolis. Step inside the Indianapolis City Market for over 30 Indiana artisans that source locally and craft unique culinary options from Circle City Soups to Three Days in Paris, a crepe stand. City Market is also the home of Indy's summer and winter farmers markets.

Colts Grille

American | \$12-\$24
110 W. Washington St. | 317-631-2007
coltsgrille.g3restaurants.com/

Families and sports fan unite for great American grille food over lunch or dinner. Sports fans enjoy their large, fully stocked sports bar surrounded by large screen televisions. A great outdoor patio provides seating along Washington Street, and inside offers several private dining options.

Creation Café

American | \$12-\$24
337 W. 11th St. | 317-955-2389
www.thecreationcafe.com

Perfectly situated on a hill at the end of the Central Canal, this restaurant and event space offers some of the best city skyline views. Inside the former church building of now Creation Café, is an energetic ambience with brightly colored walls paired with your classic American fare menu. Great for families, as the menu has something for everyone.

Dick's Bodacious BBQ

Barbecue | \$12 and under
50 N. Pennsylvania St. | 317-916-9600
www.dicksbbq.com

Steps away from Monument Circle, the epicenter of downtown Indy, Dick's Bodacious BBQ dishes out heaping proportions of tender pulled-pork barbecue sandwiches, mac and cheese, green beans, baked beans, and more – all the fixings for a perfect American feast.

Dunaway's

Seafood | Steak | \$24-\$40
351 S. East St. | 317-638-7663
www.dunaways.com

John Mellencamp recently celebrated Meg Ryan's 50th birthday at Dunaway's. Whether it's for a special occasion or a fine dining experience to remember, Dunaway's rolls out all of the stops for their guests. Diners can enjoy a special table right inside the kitchen with the acclaimed chef or out on the rooftop overlooking the city.

Eagle's Nest

American | \$24-\$40
One S. Capitol Ave. | 317-616-6170
www.indianapolis.hyatt.com

As one of the most romantic restaurants in the nation, guests will enjoy fine dining from the 20th floor atop the Hyatt Regency. As the city's only revolving restaurant, Eagle's Nest offers a complete menu from steaks to seafood in a swanky setting.

Elbow Room

American | Ethnic | European | Irish | \$12 and under
605 N. Pennsylvania St. | 317-635-3354
www.elbowroompub.com

This historic hot spot made its debut immediately after the prohibition repeal in 1933. Since then, they have been serving a complete lunch and dinner pub-like menu in their casual bar atmosphere. Sports fans can catch the game and pool sharks can take over the entire upstairs bar area. Daily drink and food specials paired with occasional trivia nights, keeps Elbow Room filled with good crowds.

Fogo de Chao

Brazilian | Ethnic | Steak | \$41 and over
117 E. Washington St. | 317-638-4000
www.fogo.com

You will find a restaurant full of gaucho chefs ready to serve up one of their 15 fresh cut meat options right from the skewer. Diners can enjoy unlimited meat and salad bar servings at this downtown fine dining Brazilian Steakhouse. The gaucho chefs know you'll be full to the brim when you flip your coaster over to its red side.

Giorgio's Pizza

Italian | Pizza | \$12 and under
9 E. Market St. | 317-687-9869
www.giorgiosindy.com

Giorgio Migliaccio, a Naples, Italy native, has been baking pizza and signature Italian dishes in his pizza-by-the-slice tiny establishment since 1990. Just steps away from the iconic Soldiers and Sailors Monument.

Granite City

American | \$12 and under
49 W. Maryland St.
www.granitecity.com

This new restaurant in downtown Indianapolis opened its doors inside Circle Centre Mall in the summer of 2013, offering great American fare and five signature microbrews. The casual setting of Granite City is perfect for family and friend gatherings.

Greek Islands

Greek | Mediterranean | \$12-\$24
906 S. Meridian St. | 317-636-0700
www.greekislandsrestaurant.com

Join the Stergiopoulos family in a true Greek experience including hand-rolled phyllo pies or their flaming cheese, Saganaki. This Mediterranean meal wouldn't be complete without Friday and Saturday night belly dancers and a room full of "Opas!"

Greek's Pizzeria

Italian | Pizza | \$12 and under
15 N. Pennsylvania St. | 317-423-3310
www.greekspizzeria.com/downtown/
Located in the heart of downtown Indy and steps from Bankers Life Fieldhouse, home to the NBA Pacers, Greek's Pizzeria serves fresh Italian dishes like pizza, calzones and their popular garlic breadsticks.

Hard Rock Café

American | \$12 and under
49 S. Meridian St. | 317-636-2550
www.hardrock.com

Perfectly situated amongst the downtown hustle and bustle of Meridian Street, Hard Rock Café opens its doors for classic American meals amongst the world's largest collection of rock n' roll memorabilia. A stop here isn't complete until you snag the Hard Rock Indianapolis t-shirt.

Harry & Izzy's

American | Seafood | Steak | \$24-\$40
153 S. Illinois St. | 317-635-9594
www.harryandizzys.com

Co-owned by Peyton Manning, this sister restaurant to the iconic St. Elmo Steak House continues the steak house tradition, but with more menu options from seafood to burgers and salads. Diners can also enjoy what the *Travel Channel* named the world's spiciest dish, the shrimp cocktail.

High Velocity

American | \$12 and under
10 S. West St. | 317-860-6500
www.highvelocityindy.com

Steps from Lucas Oil Stadium and Victory Field, High Velocity offers a great sports bar atmosphere for families. Ample TVs, classic American fare, local and imported beers, and outdoor seating makes this a great spot, located in the world's largest JW Marriott.

Iaria's

Italian | \$12-\$24
317 S. College Ave. | 317-638-7706
www.iariasrestaurant.com

Italian-born owners, Pete and Antonia Iaria, brought authentic Italian fare favorites to the Circle City in 1933. Since then, they've been pumping out their famous spaghetti and tomato-based sauces to their loyal locals.

India Garden

Ethnic | Indian | Vegetarian/Vegan | \$12-\$24
207 N. Delaware St. | 317-634-6060
www.indiagardenindy.com

In a relaxed and affordable setting, guests enjoy authentic northern Indian entrees from the special charcoal clay oven (Tandoor) with the unique flavor of dishes cooked in Tandoor. Known for their popular lunch buffet that allows those new to the Indian flavors to try several varieties of mild curries or tangy fruit flavors.

Iozzo's

Italian | \$12-\$24
946 S. Meridian St. | 317-974-1100
www.iozzos.com

Buon Giorno to Iozzo's Garden of Italy, Indy's oldest Italian restaurant tucked minutes south of downtown Indianapolis. The Iozzo family brought Italian eats to Indianapolis in 1930 after following what is the epic American Dream. Chicken piccata entrees or bountiful bowls of pasta keep visitors coming back for an upscale dining experience over lunch or dinner.

Jimmy John's

Bakery/Cafe/Deli | \$12 and under
1 N. Meridian St. | 317-686-0246
www.jimmyjohns.com/menu/menu.aspx

America's favorite sandwich delivery guys with freaky fast service! Bread is baked in-house daily, meat and veggies are sliced daily, everything is served fresh with no additives or fake stuff. Choose from a variety of gourmet sandwiches on french sub buns, wheat bread or the JJ Unwich served as a lettuce wrap.

Kilroy's

American | Pizza | \$12 and under
201 S. Meridian St. | 317-638-9464
www.kilroysindy.com

Choose from a plethora of Long Island Ice Tea pitchers like Tex Mex or Root Beer flavors or order a heaping plate of pepperoni stuffed bread sticks. This restaurant bar packs in the crowds for a night out on the town or to catch the big game.

King David Dogs

American | \$12 and under
15 N. Pennsylvania St. | 317-632-3647
www.kingdaviddogs.com/

This Indy original has been pleasing hot dog aficionados since 1941. Customize your quarter-pound hot dog with all sorts of unique toppings or order a King David standard like the Boom Boom Dog with fried egg and cheddar cheese.

Le Peep

American | \$12 and under
301 N. Illinois St. | 317-237-3447
www.lepeepindy.com

Early riser? Head over to Le Peep downtown for a menu of various and hearty breakfast options. Peasant potatoes and their French toast are always fan favorites.

Lorenzo's

Italian | \$24-\$40
15 E. Maryland St. | 317-635-3096
www.lorenzosindy.com

Located in the heart of downtown, this independently owned and operated restaurant boasts Italian fine dining inspired by the taste of Tuscany. For lunch or dinner, you'll find yourself immersed in an Old World Italy ambiance.

Loughmiller's Pub & Eatery

American | \$12 and under
301 W. Washington St. | 317-638-7380
www.loughmillerspub.com

Government employee groupies keep Loughmiller's packed for lunchtime specials as this establishment opened its doors right next to the Indiana Government Center downtown. Whether you're there for lunch or dinner, try the popular English Beef sandwich or sample from their fully stocked bar and 35 beer choices.

McCormick & Schmick's

Seafood | Steak | \$12-\$24
110 N. Illinois St. | 317-631-9500
www.mccormickschmicks.com

Serving the freshest in seafood options, McCormick & Schmick's changes its menu daily. This downtown fine dining restaurant is within walking distance to the Indiana Convention Center, Circle Centre Mall, and White River State Park. They are most commonly known for its after work crowd that gathers throughout the week for their \$1.95 bar food menu.

Mikado

Asian | Japanese | Sushi | \$12-\$24
148 S. Illinois St. | 317-972-4180
www.mikadoindy.com

Mikado holds rank as the first and oldest Japanese Restaurant in downtown Indianapolis. They have been serving sushi and Asian fusion dishes along the newly renovated Georgia Street outdoor space since 1997.

Milano Inn

Italian | Vegetarian/Vegan | \$12-\$24
231 S. College Ave. | 317-264-3585
www.milanoinn.com

The 19th century brick building in which Milano Inn calls home has been serving authentic Italian dishes since 1934. From seasonal specials to traditional LaGrotte family recipes, Chef John White is sure to please the palate.

Mo's A Place for Steaks

Steak | \$24-\$40
47 S. Pennsylvania St. | 317-423-2882
www.mosaplaceforsteaks.com

You'll find this fine dining chophouse a hot spot for corporate dinners or cocktails before a show or game at its neighbor, Bankers Life Fieldhouse. Mo's has been delivering its high level of service and reputation for quality dining experiences in Indianapolis for a decade.

Napolese

Italian | Pizza | \$12 and under
30 S. Meridian St. | 317-635-0765
[www.napolesepizzeria.com/](http://www.napolesepizzeria.com)

This new downtown pizzeria serves the finest of homemade "pies" from their wood-fired oven along with unique salads and sandwiches. An intimate setting for a classy lunch or dinner. Napolese gets its roots from local restaurateur, Martha Hoover, who also owns and operates the popular Petite Chou and Café Patachou locations.

New Orleans on the Ave

American | Cajun/Creole | \$12-\$24
543 Indiana Ave. | 317 632-4099
www.neworleansontheavenue.com

A part of the Indiana Avenue cultural district that celebrates Indianapolis' African American heritage marks the unique home of New Orleans on the Avenue, a Southern Creole restaurant. Beyond their spot-on Louisiana flavors and exceptional food, diners also love the rotating local jazz artwork that adorns the walls.

Noodles & Company

American | Mediterranean | Thai | \$12 and under
121 W. Maryland St. | 317-638-1300
www.noodles.com

Noodles & Company is the quick-casual, globally inspired noodle restaurant that serves a balanced, flavorful menu of Asian, Mediterranean and American cuisine.

One South

American | Italian | \$12-\$24
One S. Capitol Ave. | 317-632-1234
www.indianapolis.hyatt.com

On the ground level of the downtown Hyatt Regency hotel, One South opens its doors to breakfast and lunch crowds. In a modern setting, diners enjoy the American fare combined with Italian recipes including warm paninis and the popular made-to-order pasta station.

Osteria Pronto

Italian | Seafood | Steak | \$12-\$24
10 S. West St. | 317-860-5777
www.osteriapronto.com/

Located inside the world's largest JW Marriott, Osteria Pronto promises a casual, yet classy dining experience with a menu marked by authentic Italian foods and impressive wine menu. Whether your entrée is the Filetto di Manzo or the rich Cappellini, a meal is not complete without their tiramisu.

Palomino

European | \$12-\$24
49 W. Maryland St. | 317-974-0400
www.palomino.com

Their popular Happy Hour packs in the after work crowds, but you can also enjoy Palomino's European menu over brunch, lunch and dinner. This downtown establishment is perfect for cocktails and appetizers prior a performance at the nearby Indiana Repertory Theatre or Gilbert Circle Theatre.

Panera

Bakery/Cafe/Deli | \$12 and under
110 W. Washington St. | 317-822-8385
www.panerabread.com

Located at the most prominent downtown intersection, this popular lunch spot is connected to Circle Centre Mall via the Artsgarden.

Paradise Café

Bakery/Cafe/Deli | \$12-\$24
Chase Tower | www.paradisebakery.com

Located inside the city's tallest skyscraper, the Chase Tower, Paradise Café offers a large assortment of sandwiches, soups, salads and desserts to a busy corporate lunch crowd.

Patachou on the Park

Bakery/Cafe/Deli | \$12 and under
225 W. Washington St. | 317-632-0765
www.cafepatachou.com

Topping the list as one of *Gourmet* magazine's healthiest restaurants in the nation, Patachou reigns as one of Indy's biggest breakfast and lunch staples. Patachou seems to steal its notoriety mostly from the menu's cinnamon toast or broken yolk sandwich. Owned by restaurateur maven, Martha Hoover.

Pearl Street Pizzeria & Pub

Pizza | \$12-\$24
65 E. Pearl St. | 317-638-3110
www.pearlstreetpizzeria.com

This gem of restaurant hides its front door in a downtown alley, but local loyalists find their way back for more of their unique pizza toppings, friendly bartenders and access to several TVs in order to catch the big game that could be playing at the nearby Bankers Life Fieldhouse.

Pullman's

American | \$12-\$24

123 W. Louisiana St. | 317-236-7470
www.crowneplaza.com/ind-downtown

Located inside the Crowne Plaza at Historic Union Station hotel, this restaurant pays homage to the original site of the first ever Union Station where Thomas Edison worked as a telegraph operator.

Punch Burger

American | Local Food Movement | \$12 and under
137 E. Ohio St. | 317-426-5280
www.punchburger.com

Burger lovers can be a bit adventurous with toppings like peanut butter or fried eggs. For quick, on-the-go, but not-your-average burger, stop by downtown's locally owned Punch Burger.

Ralph's Great Divide

American | \$12 and under
743 E. New York St. | 317-637-2192

One of Indy's beloved dive restaurants located on the outskirts of downtown Indianapolis and known for their hot ham sandwiches.

Ram Restaurant & Big Horn Brewing

American | \$12 and under
140 S. Illinois St. | 317-955-9900
www.theram.com

This restaurant brewery boasts five original brews, a lengthy American fare menu and great downtown space perfect for families or sports fans.

Rock Bottom Brewery

American | Pizza | \$12-\$24

10 W. Washington St. | 317-681-8180

www.rockbottom.com

Brewmasters are busy concocting six microbrews of all sorts for visitors that pair well with their great American fare. Patrons can enjoy patio dining out on downtown's busiest street.

Ruth's Chris Steak House

Seafood | Steak | \$24-\$40

45 S. Illinois St. | 317-633-1313

www.ruthschrisindy.com

This downtown fine dining establishment welcomes guests in a relaxed elegant setting and serves up U.S. Prime Steaks and seafood. The front bar area enjoys nightly live piano entertainment.

Sahm's

American | Bakery/Cafe/Deli | Mexican | \$12 and under
One American Square | 317-536-1305

www.sahms.com

This family owned group of restaurants has offered great American cuisine and service since 1986. In 2010, Sahm's opened their tenth location inside downtown Indy's One America Square Tower.

Scotty's Brewhouse

American | \$12 and under

1 Virginia Ave. | 317-571-0808

www.scottysbrewhouse.com

This local sports bar empire packs fans in due to their affordable menu with over 50 items to choose from and 84 TVs. Visitors most enjoy their fried dill chips and large outdoor patio overlooking downtown Indianapolis.

Shapiro's Delicatessen

American | Bakery/Cafe/Deli | \$12-\$24

808 S. Meridian St. | 317-631-4041

www.shapiros.com

According to *USA Today*, Shapiro's is one of the country's top ten delis, most known for their corned beef sandwich. Serving quality food in their cafeteria setting downtown Indy for over 100 years.

Slippery Noodle Inn

American | \$12 and under

372 S. Meridian St. | 317-631-6974

www.slipperynoodle.com

As Indiana's oldest bar, Slippery Noodle Inn is a massive watering hole for those who come to enjoy nightly live jazz music. The history of this place is a novel in itself, but think of it as a former brothel, stop on the Underground Railroad, and bad boy John Dillinger's hangout.

St. Elmo Steak House

Seafood | Steak | \$24-\$40

127 S. Illinois St. | 317-635-0636

www.stelmos.com

While serving up the finest of filets, this iconic establishment has been making what the *Travel Channel* calls, "the world's spiciest dish," the horseradish-packed shrimp cocktail since 1902. Step inside this Indy landmark and you'll quickly realize every celebrity in the book has visited St Elmo's. In fact, you might be seated right next to one.

Tastings

American | \$24-\$40

50 W. Washington St. | 317-423-2400

www.awineexperience.com

Sample wines in 2, 4 or 6 oz. pours at this unique, upscale wine bar and bistro connected to the luxurious Conrad Indianapolis. Pair wines with artisan cheeses, flatbread pizzas and gourmet salads, relax on the outdoor patio, or enjoy a five course wine pairing dinner event with Tastings' own sommelier.

TaTa Cuban Café

Cuban | Ethnic | South American | \$12 and under

137 W. Market St. | 317-686-0855

tatacubancafe.com/

This small and cozy shop serves up authentic Cuban sandwiches and entrees just steps from the Indiana Statehouse.

Tavern on South

American | Contemporary American | Seafood |

Steak | \$12-\$24

423 W. South St. | 317-602-3115

www.tavernonsouth.com

Set in a historic building with exposed brick walls, this innovative gastropub serves up contemporary cuisine made from locally sourced ingredients that pairs perfectly with local craft beer. Enjoy a meal on their two-level outdoor dining deck overlooking the city's skyline.

The Bosphorus Istanbul Café

Ethnic | Greek | Mediterranean | Vegan | \$12-\$24

935 S. East St. | 317-974-1770

www.bosphoruscafe.com

Indiana's first and only Turkish restaurant features an authentic menu and beautifully hand-painted decor inside its location in the thriving Fletcher Place neighborhood.

The Capital Grille

Seafood | Steak | \$41 and over

40 W. Washington St. | 317-423-8790

www.thecapitalgrille.com

Fine dining at its best, located next to the luxurious Conrad Indy in the heart of downtown. Dry-aged steaks, fresh seafood flown in daily, an award-winning collection of over 400 wines, and gourmet breakfast can all be enjoyed with exceptional service in this posh locale.

The Libertine

American | \$12-24

38 E. Washington St. | 317-631-3333

www.libertineindy.com

Find some of the most finely crafted cocktails in the city at this contemporary bar in the heart of the city serving re-imagined high-end bar food and delicious deviled eggs created by James Beard Award-nominated chef Neal Brown.

Oceanaire Seafood Room

Seafood | \$24-\$40

30 S. Meridian St. | 317-955-2277

www.theoceanaire.com

Oceanaire specializes in ultra-fresh seafood flown in daily from around the world, prepared fresh in an elegant, upscale atmosphere. Located in the bustling Wholesale District, Oceanaire's high standards for service, quality and flavor ensure a superb dining experience.

Tilted Kilt Pub

American | Ethnic | Scottish | \$12 and under

141 S. Meridian St. | 317-600-3633

www.tiltedkilt.com

This restaurant and sports bar in the heart of downtown on Georgia Street offers an upbeat atmosphere and plenty of televisions to watch the big game.

Tin Roof

American | \$12 and under

36 S. Pennsylvania St. | 317-951-2220

www.tinroofbars.com/Home/Indianapolis

In the middle of downtown's restaurant and nightlife scene, Tin Roof added a rockin' live music venue to the Indy landscape in 2012, bringing in top-name pop stars and country acts.

Turner's

American | Contemporary | \$24-\$40

123 S. Illinois St. | 317-634-3000

www.canterburyhotel.com

Located in the historic Canterbury hotel, expertly prepared American and Continental cuisine is served in an intimate, European-inspired atmosphere during breakfast, lunch and dinner. Traditional English tea is also served in the parlor Tuesday through Saturday.

Weber Grill

American | Barbecue | Seafood | Steak | \$12-\$24

10 N. Illinois St. | 317-636-7600

www.webergrillrestaurant.com

Savor the taste of classic outdoor grilling without all the work at this downtown Indianapolis location, where quality ingredients are expertly prepared by seasoned staff.

INDY ATTRACTIONSVisit www.VisitIndy.com for more things to do.

*Times & admission costs may vary and are subject to change.

Bike the Cultural Trail

www.indyculturaltrail.org

This world-class urban bike and pedestrian path connects neighborhoods, Cultural Districts and entertainment amenities, and serves as the downtown hub for the entire central Indiana greenway system. The 8-mile path passes by and through many destinations that make Indy a recognized leader in the arts community. Bike rentals are available at the Indy Bike Hub at City Market and Wheel Fun Rentals in White River State Park. Tours available through ActivelyIndy Tours.

Cruise the Central Canal

www.inwhiteriver.wrsp.in.gov

Explore White River State Park's scenic Central Canal in the heart of downtown via Segway, bicycle, gondola, pedal boat, surrey or on foot. Take in an impressive collection of public art, war memorials, and 250 acres of green space as you pass numerous museums and cafes.

Avatar Exhibit at The Children's Museum

3000 N. Meridian St.

www.childrensmuseum.org

The largest (and, according to *Child* magazine, the best) children's museum in the world is a five-level playground where over one million kids and parents each year come to enjoy science, history, art and culture. Among the interactive, hands-on attractions are the Dinosphere (featuring life-size, roaring dinosaur skeletons and simulated fossil digs), Fireworks of Glass (a 43-foot sculpture by artist Dale Chihuly), and a fully-restored antique carousel, and featured this summer - a special *Avatar* exhibit.

Adm: Adults: \$17.50; Youth 2-17: \$12.50; Seniors 60+: \$16.50.

Youth under 2: free. Hours: 10:00 am - 5:00 pm

Victory Field - Indianapolis Indians

317-269-3545

www.IndyIndians.com

Enjoy some good old fashioned fun at Victory Field, named Best Minor League Ballpark in America by *Sports Illustrated*. Discover excellent views of downtown from the stands or picnic on the outfield lawn while cheering on the Triple-A Indianapolis Indians.

Tickets: \$9-14

Star Wars: Where Science Meets Imagination at the Indiana State Museum

650 W. Washington St.

317-232-1637

www.indianamuseum.org

Imagine a world with humanoid automatons translating languages, landspeeders whizzing down the highway and X-wing starfighters protecting the skies. Could these technologies, limited only to the fantasy worlds of Star Wars actually become a reality? The exhibit explores the Star Wars films, the real science behind them, and the research that may someday lead to real-life versions of the technologies seen in the films. The exhibit also features props and costumes from all six Star Wars films.

Adm: Mus- Adults: \$9.50; Seniors: \$8.50; Youth 3-12: \$5;

Star Wars - \$10 adv online.

Hours: Mon.-Sat. 10 am-5 pm; Sun. 11 am-5 pm

Eteljorg Museum of American Indians & Western Art

500 W. Washington St.

317-636-WEST (9378)

www.eteljorg.org

The Eteljorg Museum of American Indians and Western Art contains one of the world's finest Native American and Western Art collections and is one of only two such museums east of the Mississippi.

Adm: Adults: \$8; Seniors 65+: \$7; Youth 5-17

and FT students w/ID: \$5; Youth 4 & under: free.

Hours: Mon.-Sat. 10 am-5 pm; Sun. 12- 5 pm

Butterfly Kaleidoscope at the Indianapolis Zoo & White River Gardens

1200 W. Washington St.

317-630-2001

www.indyzoo.com

A dazzling array of colors fills every corner of the Hilbert Conservatory in this new show. A breathtaking mobile of giant proportions twirls overhead as a rainbow of light shimmers in through stained glass panels. Walk through the warm, aromatic indoor garden, as 40 species of butterflies fly nearby -- one might even land on you! Each day, hundreds of new butterflies are released, with about 13,000 released during the season.

Adm: Adults: \$16.95; Seniors 62+: \$15.95;

Youth 2-12: \$11.95; Under 2: Free.

Parking: \$6 Hours: Mon.-Thurs. 9 am-5 pm;

Fri.-Sun. and holidays 9 am-7 pm

Indianapolis Motor Speedway Hall of Fame Museum & Dallara IndyCar Factory4790 W. 16th St.

Phone: 317-492-6784

www.indianapolismotorspeedway.com

Originally conceived as a test track for local automakers, the Indianapolis Motor Speedway opened in 1909. Two years later, the oval hosted its first 500-mile race, forever linking Indianapolis with the spirit of competition. Today, the Hall of Fame Museum houses one of the world's largest collection of race cars (including more than 30 past winners of the Indianapolis 500), as well as the famous Borg-Warner Trophy.

Adm: Adults: \$5; Youth 6-12: \$3; Youth under 5 are free.

Hours: 9 am-5 pm Extended hours during race events like Red Bull Moto GP.

NCAA Hall of Champions

700 W. Washington St.

Phone: 317-916-4259

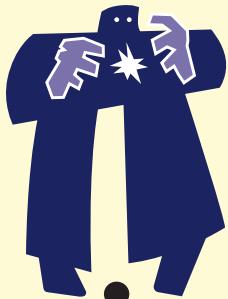
www.caahallofchampions.org

Get your hands on 23 sports and experience the heart and dedication it takes to be an NCAA student-athlete at the NCAA Hall of Champions. There are more than 1,000 member schools in the NCAA's membership. The Hall offers several interesting things to see and do such as a downhill skiing simulator, video games in which visitors throw real balls at moving targets and a theater video that provides interesting thoughts and experiences surrounding student-athlete academic and athletic life. You can learn about all the NCAA championship sports through kiosks that share sport-specific trivia, past champions and much more. The popular 1930s-style gymnasium is a popular attraction that allows visitors to shoot free throws and read about interesting occurrences in sports history. This college sports attraction offers something for everyone.

Adm: Adults: \$5; Youth & Seniors: \$3; Youth 5 & under are free.

Hours: Tuesday-Saturday: 10 am-5 pm; Sundays 12-5 pm

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paizoTM
PUBLISHING, LLC

CO-SPONSOR

Paizo Publishing[®], LLC is a leading publisher of fantasy roleplaying games, accessories, board games, and novels. Paizo's Pathfinder[®] Roleplaying GameTM, the result of the largest open playtest in the history of tabletop gaming, is currently the best-selling tabletop roleplaying game in hobby stores. Pathfinder Adventure PathTM is the most popular and best-selling monthly product in the tabletop RPG industry. Paizo.com is the leading online hobby retail store, offering tens of thousands of products from a variety of publishers to customers all over the world. In the ten years since its founding, Paizo Publishing has received more than 50 major awards and has grown to become one of the most influential companies in the hobby games industry. For more information, visit paizo.com.



MAYFAIR GAMES

CO-SPONSOR & TRAINING GROUNDS SPONSOR

With more than 30 years of experience in the publishing of cutting edge games, Mayfair Games' provides "The Games of Our Generation."

Mayfair provides the largest range of transportation-themed games, including the innovative Empire Builder series, Steam, Aeroplanes, Automobile and various 18xx titles. With a product line of approximately 100 titles offering games with a wide variety of subjects, complexities, systems and components with a wide and solid range selection for families and gamers.

Mayfair's support of the Catan brand is unparalleled as the exclusive English language publisher of The Settlers of CatanTM. Now in its second decade of publication and the iconic entrance to hobby games, Mayfair utilizes Catan and its expansions to provide the core of a new age of analog gaming.

Mayfair is a leader in working with and co-developing games with a variety of international partners. More information about Mayfair Games can be found at www.mayfairgames.com



CO-SPONSOR & TCG HALL SPONSOR

Wizards of the Coast is excited to co-sponsor Gen Con once again in 2013. As we continue to focus on creating great play experiences, Wizards has a robust schedule of events for Magic: The Gathering[®], Kaijudo[™] and Dungeons & Dragons[®] for all four days of gaming, as well as a host of fan-favorite D&D seminars including "A Chat with R.A. Salvatore" and "Spin a Yarn with Ed Greenwood". Additionally, on Thursday night, there will be A Night with Dungeons & Dragons: A one-of-a-kind evening in Baldur's Gate kicking off the events of the Sundering. Players and fans can join D&D designers, authors and other industry luminaries for food, drinks, and adventure.



SALTIRE X GAMES

Your Buy Here, Play Here Game Store



**JOIN SALTIRE GAMES AT THE
COLTS GRILLE EACH NIGHT FOR
THESE GREAT GAMING EVENTS.**

Weds 8/14 7pm-11:30pm	Welcome to Gen Con Kick-Off Party <i>Gamer Trivia Contest, Board Games by Mayfair Games.</i>
Thurs 8/15 7:30pm-10pm	Snake Oil the Game Show, Out of the Box Games <i>Play the game and win prizes or just watch the fun.</i>
Fri 8/16 7pm-11:30pm	COLTS vs. PACKERS Friday Night Magic, with Gnome Games <i>Sanctioned FNM Constructed Tournament. No Entry Fee.</i>
Sat 8/17 7:30pm-11pm	Dreadball by Mantic Games <i>Play or learn Dreadball and meet the Mantic Games staff.</i>

*The Colts Grille is located in the Embassy Suites building
at the corner of Washington and Illinois Streets,
one block north and east of the Convention Center.*

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CONTRIBUTING SPONSOR

Fantasy Flight Games is proud to sponsor Gen Con 2013! A leading publisher of board, card, miniatures, and roleplaying games, FFG was founded in 1995 by Christian T. Petersen. Fantasy Flight Games has since grown to publish hundreds of successful titles, including licensed products based on *Star Wars*, *The Lord of the Rings*, and *A Game of Thrones*, original titles such as *Twilight Imperium*, *Runebound*, and *Descent: Journeys in the Dark*, and re-imagined classics such as *Talisman* and *Cosmic Encounter*. Come see us at Gen Con, demo a current or upcoming game, and learn the latest news from FFG!

KONAMI

CONTRIBUTING SPONSOR

Konami Digital Entertainment, Inc. - manufacturer of the Yu-Gi-Oh! TRADING CARD GAME (TCG) in the Americas - is pleased to be an official Contributing Sponsor of Gen Con Indy 2013. The Yu-Gi-Oh! TCG - the #1 trading card game in the world with over 25 billion cards sold - has a rich and long history, entering its 12th year in North America. Duelists with well-constructed Decks, dominating monsters, solid strategy and good fortune are the victors in the Yu-Gi-Oh! TCG!


RIO
GRANDE
GAMES

CONTRIBUTING SPONSOR

The mission of Rio Grande Games is to promote the playing of games which offer the players choices. We publish adult and family strategy games, although children with appropriate parental supervision will enjoy playing many of these games. When children play games that offer choices, they learn that making good choices lead to positive results, which will help them make good choices in their lives.

To again thank our fans, we will host a room where players can come to play our games, socialize, and enjoy time with family and friends. Please come see us in rooms 235 and 236.

Hostile
Work
Environment



EVENT PARTNER SPONSOR

Hostile Work Environment is a new filmmaking company founded by Peter Adkison, the founder of Wizards of the Coast and owner of Gen Con. Our goal is to produce short films, web series, and feature films for gamers. Our first production, *Gen Con: Behind the Screen*, is a comedy web series about the office lives of various Gen Con employees. Our next production, *The Devil Walks in Salem*, is a screenplay adaptation of a Fiasco roleplaying session filmed at Gen Con. Follow us on Facebook at Hostile Work Environment, LLC, on Twitter at HostileWE, or email Peter at peter@gencon.com.


MIGHT & MAGIC

EVENT PARTNER SPONSOR

Ubisoft brings the world of Ashan to Gen Con in three captivating Might & Magic games!

Might & Magic Duel of Champions – The Online Card Game

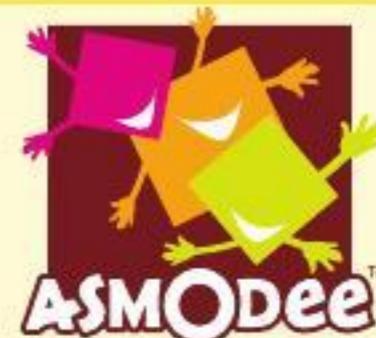
Like TCGs? Enter our free Gen Con tournament. Compete for 1 of the 4 slots in the North American live finals. Our 2nd World Championship will be in Paris!

Might & Magic Heroes Online

Turn-based battleground combat that's free-to-play in a browser! Fight epic battles alongside your friends in awe-inspiring fantasy environments.

Might & Magic X – Legacy

At last! Fans of the classic RPG series embark upon an epic adventure, questing and exploring twisted dungeons.



PROMOTIONAL PARTNER

Asmodee Editions is an editor, distributor and publisher of quality board games. We are a major player in the European distribution of games and are working diligently on creating the same quality brand recognition for the US market. Our successes include the following award-winning games: Eclipse; Dixit; and 7 Wonders.

At Gen Con this year, we will host three separate tournaments, each with some very special and unique giveaway. As we have increased our booth size, we will have even more games available in our demo area and store.

Please visit us at Booth 1323/1331 to have the opportunity to meet designers Antoine Bauza; Bruno Cathala, Christophe Boelinger.


SUN KING
BREWING

PROMOTIONAL PARTNER

Sun King Brewing Company is an Indianapolis-based craft brewery with a focus on continually creating traditional seasonal and unique specialty beers. Sun King rolled its first keg of beer out the door in July 2009 and since that time has grown into the second largest brewery in Indiana. Sun King's beers have been awarded multiple medals at the Great American Beer Festival and World Beer Cup. Sun King beer can be enjoyed at over 1,000 fine bars/restaurants and liquor stores throughout Indiana or in their Tasting Room, located in the brewery at 135 N. College Avenue. Visit www.sunkingbrewing.com for information.

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Merchandise sales start Wednesday in Offworld's Hallway Booth

**STARWIND
DESIGN**

(1623)

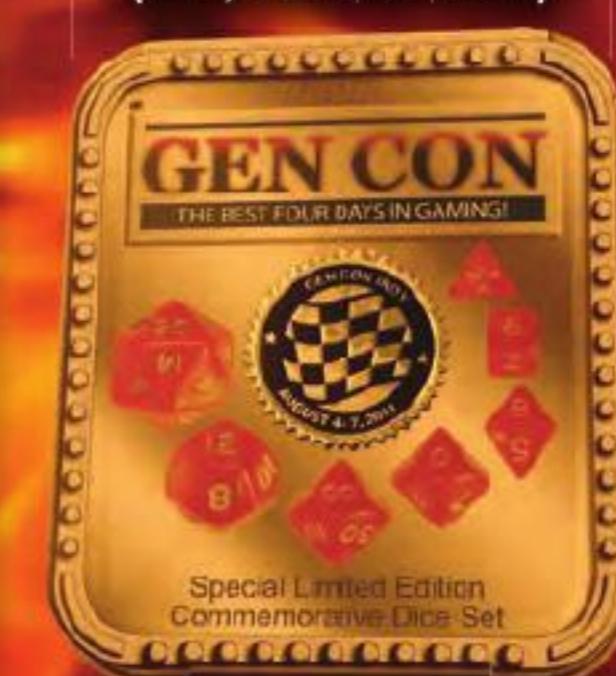


Dice Bags

**Stop by the
following
booths to
check out
all of the
merchandise
for 2013!**

**CRYSTAL
CASTE**

(719, 1214 & 1719)



Dice Tins

OFFWORLD DESIGNS

(319)



T-shirts, bags, beer steins, shot glasses, hats and much more!

13th ANNUAL ENnies AWARDS



CARLOS A. SMITH



AT A GLANCE

LOCATION
Union Station: Grand Hall

DATE & TIME
Friday

Cocktail Reception & Silent Auction
6:30 pm

Awards Ceremony
8pm

The Gen Con EN World RPG Awards ("The ENnies") began with an online chat session hosted by Gary Gygax in 2001. Since then they moved from a hallway at Gen Con in Milwaukee to posh ballrooms in Indianapolis, but the core ideal has never changed: **highlighting excellence in role-playing games.**

The ENnies are an annual fan-based celebration of the best of the year's products from fan-made podcasts to professional publications and accessories. The awards are the best way for fans to acknowledge outstanding effort and to say "thank you" to the publishers, designers, and artists who contribute to our cherished hobby.

Publisher's karaoke, a silent auction, cash bar, and much more are planned for this special occasion. The "crown jewel of Gen Con" will continue to shine on for another 13 years!

Why not join us this year to celebrate this year's winners, and raise a glass to excellence?

ALL-TIME WINNERS OF BEST PUBLISHER

2001: Privateer Press
2002: Wizards of the Coast
2003: Malhavoc Press
2004: Green Ronin Publishing
2005: Green Ronin Publishing & Paradigm Concepts
2006: Green Ronin Publishing
2007: Wizards of the Coast
2008: Paizo Publishing
2009: Wizards of the Coast
2010: Paizo Publishing
2011: Paizo Publishing
2012: Paizo Publishing
2013: *Find out Friday, August 16, 2013!*

2012 ENNIE WINNERS

Best Adventure

GOLD: Streets of Zobek
SILVER: Madness at Gardmore Abbey

Best Aid/Accessory

GOLD: Masks: 1000 Memorable NPCs for Any RPG
SILVER: GameMastery Chase Cards

Best Art, Cover

GOLD: Pathfinder Roleplaying Game Beginner Box
SILVER: Cthulhu by Gaslight

Best Art, Interior

GOLD: The One Ring: Adventures Over the Edge of the Wild
SILVER: Dragon Age: Set 2

Best Blog

GOLD: Gnome Stew
SILVER: Gaming as Women

Best Cartography

GOLD: Jade Regent Map Folio
SILVER: Madness at Gardmore Abbey

Best Electronic Book

GOLD: Cthulhu Apocalypse: The Apocalypse Machine
SILVER: GURPS Social Engineering

Best Free Product

GOLD: Pathfinder Module: We Be Goblins!
SILVER: The One Ring: Words of the Wise

Best Game

GOLD: Savage Worlds Deluxe
SILVER: Marvel Heroic Roleplaying Basic Game

Best Miniatures Product

GOLD: Pathfinder Battles: Heroes and Monsters
SILVER: Dungeons and Dragons Dragon

Best Monster/Adversary

GOLD: DC Adventures: Heroes and Villains Vol. 1
SILVER: Monster Vault: Threats to the Nentir Vale

Best Podcast

GOLD: Role Playing Public Radio
SILVER: Haste: The Official Obsidian Portal Podcast

Best Production Values

GOLD: Pathfinder Roleplaying Game Beginner Box
SILVER: The One Ring: Adventures Over the Edge of the Wild

Best RPG Related Product

GOLD: Complete Kobold Guide to Game Design
SILVER: Lords of Waterdeep

Best Rules

GOLD: Marvel Heroic Roleplaying Basic Game
SILVER: Lorefinder—The Pathfinder/GUMSHOE Mashup

Best Setting

GOLD: Cthulhu Britannica: Shadows Over Scotland
SILVER: Ashen Stars

Best Supplement

GOLD: Cthulhu by Gaslight
SILVER: GURPS Horror, Fourth Edition

Best Website

GOLD: Pathfinder Wiki
SILVER: Obsidian Portal

Best Writing

GOLD: The Investigator's Guide to Occult London
SILVER: GURPS Horror, Fourth Edition

Product of the Year

GOLD: Pathfinder Roleplaying Game Beginner Box
SILVER: Marvel Heroic Roleplaying Basic Game

Fan's Choice, Best Publisher

GOLD: Paizo Publishing
SILVER: Evil Hat Productions

Visit Mayfair Land and play a Demo!

The Great Ribbon Quest!

MAMMOTH GAMES-

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Play all day! Git-Together at Night
Hall D in the Mayfair Games Event Area

Play giant games & prototypes!



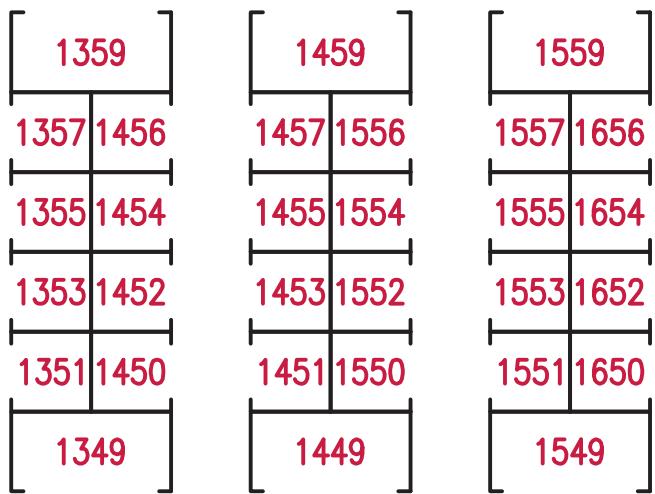
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Blank Wall Games	1656
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Cheapass Games	1359
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UniForge Games	1450
Zombie iPocalypse	1553

Rather Dashing Games, a 2012 Entrepreneurs' Avenue exhibitor and Gen Con Indy success story!

MARKETING FELLOWSHIP RECIPIENTS



Cheapass Games is a tiny little game company in Seattle, specializing in cheap, cheaper, and even free games. Their first game, Kill Doctor Lucky, won the Origins Award for Best Abstract Board Game of 1997. Since then, they have released more than 150 original games, including Diceland, Button Men, BRAWL, FALLING, Give Me the Brain, and Captain Park's Imaginary Polar Expedition.

Recently, Cheapass Games took a five-year break from the publishing business, so that James Ernest could spend some time relaxing in the no-stress world of computer gaming. But now they're back, and coming on strong with new games like Fish Cook and Veritas, and reprints of favorites like Captain Treasure Boots and Unexploded Cow. Their big Gen Con release will be Deadwood Studios, USA, a deluxe edition of a 1999 board game. It's a hilarious game about making movies, where everyone is a terrible bit player on a Western backlot. Deadwood is an ambitious production, funded through Kickstarter, featuring all-new artwork by comic artist Phil Foglio.

Entrepreneur's Avenue Booth #1359



We are the great guild known as CritSuccess, forgers and enchanters of Dice Rings. Our craft is a new one, in which we take the ancient art of the spinner ring and imbue it with the power of dice. Once etched with numbers and arrows, these artifacts allow you to equip your dice and carry the fine art of gaming wherever you travel.

If our reputation does not precede us, we started our journey in the realm of Kickstarter, where we gathered an army of many backers. We're now forging into the land of Gen Con, in search of more fearless fighters, wizened wizards, ruthless rogues, and crazed monkey-mancers.

If you deem yourself worthy of joining us on our adventure, take this quest upon you and visit our guild stall in Entrepreneur's Avenue.

Until our roads cross,

May the dice roll in your favor. ... and if they don't, Dice Rings!

Luck is a cold-hearted mistress who can reduce the most meticulously leveled characters to bumbling plebes, disrupt your best-laid plans, and transform certain victory to defeat. She has always been the one element just out of your control...until now.

Entrepreneurs' Avenue Booth #1459



The Dice Witch

The Dice Witch has emerged with the power to rival Lady Fortune by summoning products designed to level up your precious polyhedrons and boost your luck:

- **Cleansing Kits** wipe out the bad mojo your randomizers have collected and get you back to rolling critical hits.
- **Charging Stones** are a RockStar Energy Drink for your dice, minis, meeples, or even you, providing quick boosts of strength, protection, and awareness.

Dice Witch fans share experiences:

"My friend is a newbie gamer. I used your cleansing kit on her dice the first time she played with us, and she didn't roll lower than a 16 all night!"

"I tried the charging kit, and now my dice are so awesome, people are scared to play with me."

In addition to luck boosting products, the Dice Witch offers gemstone game pieces, pewter character pendants, carved wood storage boxes, meeple wine charms, gamer jewelry, and more

Level up your luck. Level up your game.

Entrepreneurs' Avenue Booth #1549



One Geek, Two Geek, Me Geek, You Geek, Part Geek, True Geek, Old Geek, New Geek! This geek is a gaming star. This geek likes to dress bizarre. Say! What a lot of geeks there are!

The number of people proudly announcing, "I'm Geeky and I know it!" nowadays is fantastic. Even better, a great many of these geeks are taking on protégés or are having munchkins of their own that they can mold into adorable little geeklings. G33k & Co. was created to support this passing of knowledge on to version 2.0. We've put together a fun and useful line of products meant to help usher in the newest generation of geeks while entertaining adults as well. Some of our favorites are: "Grow with me RPG's" for kids 4-7 and 7-12, which pair well with our learning dice and "My First Dice Bags", 'The SurReal Mother Geek', a great first look at geekery, "My First Swag Bag" which allows little ones to carry around their own con loot, and "KaliJor", our sci-fi/fantasy novel series and RPG for older audiences.

We're a one-stop shop for all ages! Come on by the booth and see what we have for you!

Entrepreneurs' Avenue Booth #1349



Morland Studios was founded in 2010 with the goal of producing quality display and gaming miniatures for painters, collectors, and gamers. Currently, we have three primary ranges that vary in size and include 32mm, 54mm, 54mm busts, 200mm busts and 1/6th scale figures. Our first sculptures were based on our own artwork and imagination that included busts and figures in 32mm and 54mm by well-known sculptors. We added other figures to our home range from various international sculptors whose work inspired us. We will expand our line with more of our own concepts. Morland Studios is the only producer of officially licensed figures from the amazing artworks of US illustrator Howard David Johnson, producing the characters in 32mm, 54mm, 200mm busts and 1/6th scale. Mr. Johnson's characters offer elegance to the sculpted figure for collectors and painters alike.

The licensed figures from *The Order of the Stick*, based on the web-comic by Rich Burlew, injects a fun quality to our company. The award-winning comic is loved by millions and followed by fans world-wide. Our main goal is to recreate the 2D characters into 3D sculptures, keeping them as close to the original artwork as possible.

Entrepreneurs' Avenue Booth #1449



the Embroidered Velvet Fezzes

Fez-o-rama is thrilled and honored to be selected for a Marketing Fellowship as part of their Gen Con debut. Since 2005 Fez-o-rama has been creating high quality, hand-crafted embroidered velvet fezzes featuring original artwork that celebrates the best of the geek, gaming and exotica cultures. Each design is painstakingly engineered and themed according to the unfathomable whims of the Fezmonger, Jason Rodgers. Seriously, who bases a business on images of drunken monkeys, Great Old Gods, obsolete technology and gaming dice? An obsessive commitment to detail results in Fez-o-rama fezzes being much more than novelty hats — they are the chapeaus of Kings. If Kings wore fezzes instead of crowns. Which they don't. But if they did... well.

Stop by the Fez-o-rama booth to get yourself fitted for a fez! Guaranteed to give you a +10 Style bonus (Guarantee applies to Chaotic Neutral players... not actually a guarantee but it's worth a shot) Witness the rare Fezmonger in his natural state: doodling on boxes for the enjoyment of others.

Fez-o-rama: Less brim, more whim!

Entrepreneurs' Avenue Booth #1559

VOLUNTEER PROGRAM



JOIN THE TEAM THAT BRINGS THE MAGIC OF GEN CON TO THE GAMING WORLD. VOLUNTEERING IS A GREAT WAY TO GET INVOLVED, GAIN EXPERIENCE AND INSIGHT INTO THE INDUSTRY, AND SAVE A FEW BUCKS!

HOW TO JOIN THE RANKS

It's easy! Visit our Volunteer HQ kiosk, and our Volunteer Coordinator will assist you happily. There are a number of volunteer positions available, and your participation will be rewarded. Remember, volunteers must be 14 years of age or older, and minors must have a parent or guardian sign Gen Con's Parental Consent, Medical Waiver, and Indemnity Agreement. Minors are only allowed to work up to 6 hours per day, making them eligible for the 16-Hour Page level only.

For additional information regarding our Volunteer Program, check out the Volunteer section at www.gencon.com.

We ask all volunteers to act in the best interest of Gen Con by respecting attendees, fellow volunteers, and staff, as well as promoting a safe and healthy environment. All volunteers are required to read the Volunteer Policies before completing a Volunteer Application.

TAKE INITIATIVE

We are always searching for new friends to help make "The Best Four Days in Gaming!"™ a reality. The Volunteer Program has two avenues to explore.

Those who only have a small amount of time to devote to volunteering can check out the 16-Hour and 32-Hour "Page" positions. Those interested in becoming a part of the Gen Con family can join our Mentorship Program, where you will learn the "ins and outs" of running a convention.

Whichever route you choose, we welcome you!



VOLUNTEER PAGE LEVELS

Join the Page pool for a little fun and some great benefits. Our Volunteer Coordinator, one of our head Captains, has worked at Gen Con for over 30 years and takes good care of all our Pages, distributing schedules to those who sign up before the show. If you didn't sign up ahead of time but have time to spare while at the convention, feel free to ask our Volunteer HQ staff about joining the ranks to get some of the benefits below.

16-HOUR PAGES RECEIVE

Volunteer T-shirt *
Access to the Volunteer HQ Lounge
Full refund on your 4-Day badge **
Two (2) Generic Event Tickets †

32-HOUR PAGES RECEIVE

Volunteer T-shirt *
Access to the Volunteer HQ Lounge
Full refund on your 4-Day badge **
Partial hotel reimbursement ††
Four (4) Generic Event Tickets †

* Volunteer T-shirts are to be worn during the work shift only and are not to be worn after your shift (in bars, nightclubs, etc.), or to gain favor with exhibitors, vendors, etc.

** All Volunteers must wear a Gen Con Indy badge while working or attending events in the convention center or any of the surrounding hotels. Reimbursement details can be found in our Volunteer Policies online.

† Event Tickets will be given to you after completing at least half of your volunteer hours.

†† Hotel reimbursements are based on a four-person room occupancy rate (up to \$55 per night). Pages are responsible for making their own housing arrangements.

PLEASE NOTE: All Pages must complete a timesheet and return it to Volunteer HQ onsite or Gen Con LLC within four (4) weeks after the convention to receive reimbursement. For more information on reimbursements, take a look at the Volunteer section on our website, www.gencon.com.

PLENTY OF TIME FOR FUN

We at Gen Con know everyone's primary reason for coming to the show is to play games and socialize. Not to worry! We schedule volunteer shifts around your gaming schedule.

Yes, there's work to be done, but we make sure there's plenty of time left to play!

AT A GLANCE

VOLUNTEER HQ

Tue, 2 pm – 6 pm
Wed, 9 am – 9 pm
Thu – Sat, 7 am – 9 pm
Sun, 7 am – 4 pm



THE MENTORSHIP PROGRAM

Volunteers who join our Mentorship Program become part of our family. The key to this program is longevity! Our Captains are the backbone of the show, some of them attending and assisting Gen Con for over a decade (or three). They lead and train the rest of our volunteers and contribute to making Gen Con the enormous success that it is. New members start at the Apprentice level and work their way up to Deputy and, if they prove their worth, to the illustrious role of Captain. We're always looking to expand the family tree.

APPRENTICES

Mentorship begins at the Apprentice level, where volunteers work with and learn from our long-time Captains. Apprentices work a minimum of 36 hours during the show and receive a Volunteer T-shirt*, a 4-Day badge refund**, partial hotel reimbursement † (same as a 32-Hour Pass), access to the Volunteer HQ Lounge and six (6) generic event tickets. After a minimum of two years, they are considered for promotion to Deputy. Show your skills and passion for Gen Con, and your supervising Captain will put in a good word for you when the time comes.

PLEASE NOTE: All Apprentices must complete a timesheet and return it to Volunteer HQ onsite or Gen Con LLC within four (4) weeks after the convention to receive reimbursement. For more information on reimbursements, check out the Volunteer section on our website, www.gencon.com.

DEPUTIES & CAPTAINS

At the Deputy level, volunteers take on more responsibility while continuing their studies of how Gen Con works. Gen Con Staff and lead Captains watch their Deputies carefully to determine if and when they are ready to be promoted to Captain. Our Captains and Deputies devote themselves to Gen Con and are often privy to behind-the-scenes situations and inside information. Some of our Captains also help us with special projects throughout the year and represent Gen Con at other conventions.

During the show, Captains and Deputies often work over 40 hours and act as Gen Con's eyes, ears, and mouths, which is why they receive the maximum amount of benefits we can provide. They wear the Gen Con Event Team shirts* and "Event Team" badge** to show their status. They also enjoy part of a hotel room (to be shared with a fellow Captain or Deputy), a small per diem (based upon their level), access to the Volunteer HQ Lounge and Show Office, travel assistance (for Captains), and free system credit (based upon their level).

* Volunteer T-shirts and Event Staff shirts are to be worn during the work shift only and are not to be worn after your shift (in bars, nightclubs, etc.), or to gain favor with exhibitors, vendors, etc.

** All Volunteers must wear a Gen Con Indy badge while working or attending events in the convention center or any of the surrounding hotels. Reimbursement details can be found in our Volunteer Policies online.

† Hotel reimbursements are based on a 4-person room occupancy rate (up to \$55 per night). Apprentices are responsible for making their own housing arrangements.



EVENT VOLUNTEERS

If you want to work full time for a specific event at Gen Con Indy, consider becoming an "Event Volunteer". These positions are not part of the Gen Con Volunteer pool, so please contact the Event Organizer or GM to get involved.

Event Volunteers interested in moving out of their specific event and joining the Gen Con Volunteer program are welcome. Just let us know!



VOLUNTEER RECOGNITION

GEN CON WOULD LIKE TO THANK THE FOLLOWING INDIVIDUALS FOR ALL OF THEIR HARD WORK AND DEDICATION. WE COULDN'T DO IT WITHOUT THEM!

VOLUNTEER CAPTAINS AND DEPUTIES

Amanda Amabile
Charles Bailey, Jr.
Sylvain Bergeron
Nathan Bethke*
Charlene Britton
David Carlson
Wes Carpenter, Jr.
Scott Cramer
Crystal Cranfill
David Culver
Steve DeHart
Ashley Dennis
Rik DesChain
Lorena Diaz
Maureen Dominguez
Amanda Eisenberg
Ivan Erickson

Mary Erickson
Nicholas Eutsler
Eric Fair
Nicholas Felice
Ron Felice
Lisa Fernandes
TJ Flanigan*
Justin Foerster
LouAnn Foerster
James Forest
Brad Gabriel
Brian Gates
Misty Gates
David Gervais
Ken Girard
Jason Gish
Michael Green

Rachel Groynom
Brock Hanke
Alicia Hansen
Elizabeth Henricks
Dave Hensel
Lydia Herbison
Bruce Heroux
Suwada Hinds
Rob Hines
Cat Hoffman
Sarah Horton
James Hurst
Donald Johnson, Jr.
Andrea Kachelmeier*
Diesel LaForce
Sirrether Lanier
Michael Lee

Tracey Lee
Joe Locastro
James Lynch
Todd Madison
Marissa Maile
Chandler Marshall
Byron McCullough
Tiana McDaniel
Connie McTavish
Noah Miannan*
Donna Millheim
Bear Mobley
Anthony Missler*
Mark Modena
Wendy Modena
Carlena Money
Samantha Morales
Aleta Mullen

Anne Murry
Benjamin Neau
Christine Nicholls
Rob Nicholls
Trond Nilsen
Jamie O'Connor
Joe O'Connor
Robert O'Neal
Ryan Opalk
Mike Overstreet
Steven Parenteau
Sean Parrack
Chris Patterson*
Brandon Peters*
Katlin Sampson
Ryan Petrick
Steven Pfannes, Sr.
Dominic Pinchott
Christina Preece

Kevin Preece
Geoffrey Pruitt
Carol Rau
Kevin Rau
Dana Renfrow
Samantha Roberts*
Roderick Robertson
Dina Rodriguez
Isabella Rodriguez
Mitchell Rohrbaugh
Amy Rowe
Carly Rutledge
Amber Sampson
Katlin Sampson
Tammy Sampson
Will Sampson
William Sampson*
Gord Simpson

Tod Sistrunk
Erik Skoog*
Ellie Smith
Jeff Smith
David Spicer
Scott Tatum
Kaitlyn Thiede*
Michelene Trout
Tanita Tullis
Leah Warden
Elaine Wesolowski-Oliva
Joe White
Barbara Wilt
Bikwan Wong
Larry York
Mary Zahnle

* 2013 Deputy

COORDINATORS AND EVENT VOLUNTEERS

Art Show

- Barbara Fisher (Art Show Mgr)

Auction

- Bruce Carson (Auction Mgr)
- Jon Huston (Auction Mgr)
- Katie Fountaine (General Mgr) and all the Auction Volunteers!

Cardhalla

- Wil Zambole and his Team!

Costume Contest

- Anne Brown (Costume Contest Coord) and her Team!

ENnie Awards

- Tony Law

Event Coords

- Roderick Robertson (LARP)
- Leah Warden (RPG)

Field Trip & Trade Day

- Faith Felice (Field Trip, Trade Day Programming Mgr)
- Steve Pfannes, Sr. (Field Trip & Trade Day Assistant)

- Joshua Baker
- Sara Belvedere
- Carl Doninger
- Chase Kahlo
- Ryan Keys
- Craig Lien
- Andrew Peterson
- Steven Pfannes, Jr.
- Jenn Wolbrecht

- Steve Wolbrecht
- Staff of Todd Academy

Anime & Film

- Chuck Budreau (Film Coord)
- Tom Croom (Anime Coord)

Game Library & Pick-Up Play Area

- Lee Maile, Michael Peckat, Marissa Maile, and the rest of the Library team
- David Koch and his Volunteers!

Miniature Hobby Events

- Katie Gonzalez (Paint & Take Coord)
- Debby Lewis (Speed Painting Coord)
- Amy Stegmann (Painting Competition Coord)

NSDM

- Mark McDonagh and his Team!

SPA & Costume Program

- Marian McBride (SPA & Costume Program Coord)

VIG Program

- Amy Rowe and Donald Johnson, Jr. (VIG Coords)

Volunteer Program

- Wes Carpenter, Jr. (Volunteer Coord for Pages)

Writer's Symposium

- Marc Tassin (Literary Coord)



FORUM MODERATORS

Marian McBride (Forum Coordinator)
Patrick Seymour (Senior Moderator)
Bob Cahill
Lee Maile
Sonja Parker

IT STAFF

Matt Elhotiby, Developer
Tom Hunter, Developer
Brian Gates, Team Lead
David Reis, Team Lead
Chris Patterson
Katlin Sampson



...AND ALL OF THE UNMENTIONED VOLUNTEERS WITHOUT WHOM GEN CON INDY JUST WOULDN'T BE THE SAME. THANK YOU!

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TAKE ADVENTURE
BY THE HAND!



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NEW FEATS, ITEMS, WEAPONS, AND ALLIES — ALL WITHOUT
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PURCHASE OF THE NEW GAME WITH THE COUPON IN YOUR GEN CON
COUPON BOOK!*



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* Offer valid on all purchases, including subscription pick-ups. While supplies last. Limit one per customer.



CHARITY

Game BIG and give BIG at Gen Con Indy 2013!



Big Brothers Big Sisters of Central Indiana

MAKING A BIG DIFFERENCE!

Big Brothers Big Sisters of Central Indiana provides life-changing mentorship for young people facing adversity. The cornerstone of their program is the relationship between

Bigs (adult mentors) and Littles (youth mentees) combined with on-going support from the organization itself. The positive benefits for children involved include: increased or maintained educational success, avoidance of risky behaviors, improved relationships and greater confidence. Gen Con is thrilled to be able to facilitate their important mission through your support.

For more information about Big Brothers Big Sisters of Central Indiana, please visit their website: www.bebigforkids.org.

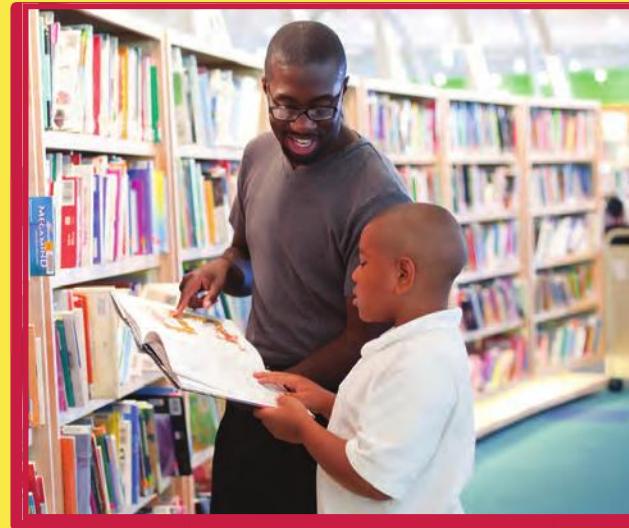


DIEHL PHOTOGRAPHIC ARTS

Big Couple
Doug & Jenny
Anewalt &
Little Brother
Brian.

Who introduced you to gaming? Was it a favorite uncle or the older sister that you always admired? Perhaps visits to your grandmother's place on Sunday afternoons or maybe a close group of friends from high school opened up a whole new world of gaming for you! Perhaps, they changed your life for the better.

This is why Gen Con isn't just about gaming; it's also about giving! In 2013, Gen Con Indy will be raising funds for **Big Brothers Big Sisters of Central Indiana**.



GAMING FOR GIVING

All you have to do to show your support is do what you love best ... play games and have fun! All proceeds from the following Gen-Con-hosted events will go directly to this year's charity.

Events include:

- Ace of Aces XII
- Balloon Sculpture "Slay the Creature"
- Cardhalla XV
- Charity Auction
- Star Trek Catan Warp Speed Charity Tournament (BGM1349744) –
from Co-Sponsor Mayfair Games
- Pathfinder Society's Silent Auction –
from Co-Sponsor Paizo Publishing LLC

AT A GLANCE

STAR TREK CATAN WARP SPEED CHARITY TOURNAMENT

Thu, 7:00 pm
Georgia Street : Pavilion

CHARITY AUCTION

Sat, 8:00 pm
ICC : Room 131-133

CARDHALLA COIN TOSS

Sat, 10:00 pm (approx.)
ICC : Capital Ave Lobby

PATHFINDER SOCIETY'S SILENT AUCTION

Thu 8:00 am – Sun noon
ICC : Sagamore Ballroom 1-4



INTRODUCE YOURSELF TO MAGIC IN HALL G*

*Please don't blow holes in the walls—
use marked entrances only.

Drop by for a quick demo. Then jump in on casual pick-up games, and participate in all kinds of events for players of every skill level—including Beginners Tournaments.



Get your **FREE**
sample deck and get started

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MAGIC
The Gathering®
IGNITE YOUR SPARK

the diana jones award

FOR EXCELLENCE IN GAMING

For the 13th year in a row, the Diana Jones Award for Excellence in Gaming celebrates everything that's the best about gaming. That can mean a game system or supplement, a magazine, a company, a designer, an event or convention, or any other entity that shows gaming at its absolute zenith.

The announcement of the Diana Jones Award winner is one of the first events at Gen Con Indy. During the months before the show, the Diana Jones Award Committee — a mostly anonymous group of gaming alumni and illuminati from around the world — begins discussions about the best and brightest from adventure gaming in the previous year. After much playtesting, discussion, and voting, the committee's nominations are whittled down to a shortlist, which is the cue for more discussion and voting until a single winner is declared.

At a private event held the Wednesday before Gen Con begins, winners receive the traveling Diana Jones Award trophy, a perspex pyramid containing the burnt remains of the last unsold copy of TSR's *Indiana Jones RPG* from 1984. To find out why the trophy takes this unusual form, visit DianaJonesAward.org.

The award was set up in the year 2000, with the first trophy given out at Gen Con 2001. The winners so far are:

2000: Peter Adkison, founder of Wizards of the Coast (and now owner of Gen Con LLC and Hostile Work Environment)
2001: Ron Edwards and his self-published RPG *Sorcerer*
2002: Joint award: Jordan Weisman (FASA, WizKids) and *Nobilis* RPG
2003: *My Life with Master* by Paul Czege, from Half-Meme Press
2004: *Ticket to Ride* by Alan R. Moon, from Days of Wonder
2005: Irish Game Convention Charity Auctions
2006: *The Great Pendragon Campaign* by Greg Stafford
2007: Joint award: *Grey Ranks* RPG and Wolfgang Baur
2008: *Dominion* by Donald X. Vaccarino, from Rio Grande Games
2009: *BoardGameGeek.com*, edited by Scott Alden and Derk Solko
2010: *Fiasco* by Jason Morningstar, from Bully Pulpit Games
2011: *Nordic Larp* by Jaakko Stenros and Markus Montola

The items on this year's shortlist are:

- *Dog Eat Dog*, an RPG system by Liam Burke, published by Linawag Press
- *Love Letter*, a card game by Seiji Kanai, Published by AEG
- Metatopia, a convention organized by Double Exposure
- *Playing at the World*, a book by Jon Peterson
- *Tabletop*, a web series created by Wil Wheaton

SPECIAL THANKS

to the sponsors of this year's Diana Jones Award ceremony:

Anthony Gallela, Atlas Games, Battlefield Press, Crowdfunding Project Partners, DriveThruRPG.com, Elfinwerks, Evil Beagle Games, Gamerati, Gaming Paper, Gen Con, Genesis of Legend Publishing, Hostile Work Environment, Harsh Realities, Janice Sellers, Kickstarter, Magpie Games, Matt Forbeck, Notting Hill Games, Paul Tevis, Steve Jackson Games, Storm Bunny Studios, Twin Suns Entertainment, The Unspeakable Oath, Vorpal Games and Zvezda.

To discover who has won the 13th Annual Diana Jones Award, stop by the Gen Con Info booth or visit DianaJonesAward.org after the convention!

A GROUNDBREAKING NEW ONLINE CCG
COMING WINTER 2013

CHROMANCER

Come find us at our FREE EVENT anytime during Gen Con in the Event Hall for the chance to earn EXCLUSIVE Gen Con pre-release cards!

Test your chromancy skills in a free demo on any of our machines, or play from your own laptop, tablet or mobile device just by bringing it to the event. Ample table space will be provided.

You'll also have the chance to meet and chat with the developers and provide feedback that will shape the final product and make it the best it can be!

KICKSTARTER

OUR KICKSTARTER CAMPAIGN IS ONGOING
AND WE COULD USE YOUR HELP!

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VERY IMPORTANT GAMER PROGRAM



VIG PROGRAM BENEFITS

Curious about our perks? Here are a few examples...

VIG LOUNGE

There's a special place in the heart of the convention center where VIGs can sit back and relax on comfy chairs, play games with fellow VIGs, enjoy a complimentary beverage, and take advantage of the convention center's wi-fi in a quiet corner of the room. VIGs and their Companions can also avoid the registration lines and pick up their badges and event tickets in the VIG Lounge.

EXHIBIT HALL ACCESS

VIGs and their Companions have the pleasure of perusing the hundreds of Exhibitor booths in our Exhibit Hall an hour early on opening day while the rest of attendees enjoy Gen Con's Opening Ceremonies.

VIG PACK

The VIG Pack is a special swag bag filled with Gen Con merchandise, coupons, and donations from participating Exhibitors.

VIG-ONLY EVENTS

The VIG Mixer, Paint and Take, VIG-only True Dungeon events, and a Gen Con 'How It's Made' VIG Tour are just a few examples. We are always looking for more people to run games, seminars, workshops and other events for VIGs and their Companions. If you are interested, please contact our VIG Coordinators at vig@gencon.com anytime throughout the year!

EARLY 2014 BADGE REG

VIGs have the honor of Pre-Registering for a VIG package the next year at a discounted price. Remaining VIG Packages become available when Badge Pre-Registration opens to the general public.

A great big
THANK YOU

to our 2013 VIGs.

We are so glad to have you involved!

Gen Con's exclusive VIG Program is the perfect way to experience the magic of Gen Con Indy. Created seven years ago, the program has become the most desired way to attend the show.

When 2013 VIGs rolled for initiative, they were lucky enough to become a "Very Important Gamer" this year! The VIG Program looks forward to having more newcomers join in 2014!



AT A GLANCE

VIG LOUNGE

LOCATION

ICC : Rooms 116-117

DAY & TIME

Wed, noon – 9 pm
Thu – Sat, 7 am – 9 pm
Sun, 7 am – 3 pm



MIGHT & MAGIC

COME
AND
EXPLORE
THE
MIGHT & MAGIC
UNIVERSE
IN
WABASH 3



MIGHT & MAGIC



COME
AND
EXPLORE
THE
MIGHT & MAGIC
UNIVERSE
IN
WABASH 3



SHOW HIGHLIGHTS



THE HOUSE

Need a place to chill after a long day of gaming? Bonus points if it's a cool, historic location with a full bar?

Consider yourself home at The House. Check out the daily bar menu, relax and soak up the atmosphere, or even play more games!

On Friday at 6 pm and 9 pm meet the geek guy or girl of your dreams at a fast and fun speed dating event! (ZED1340024, ZED1340026, ZED1340029, ZED1340031)

The House is located in the basement of the Union Station and is open to all Gen Con attendees (21 and over) Thursday through Saturday, 6 pm to close.

HICKMAN'S KILLER BREAKFASTS

You have two chances to attend this Gen Con tradition – relive the past or jump into the future! Enjoy the wackiness and hilarity of Tracy Hickman and his usual crew as they involve you in the action of this no-holds barred role playing game. Play onstage or join in the audience participation with an encore of an old game on Friday and a totally new event on Saturday.

- Hickman's Second Killer Breakfast – Friday at 9 am (ENT1339985)
- Hickman's Killer Breakfast 2013 – Saturday at 9 am (ENT1339978)



instant GAME SHOW

Welcome to the fastest game show in Indy! Throughout Gen Con, watch for the game show crew to pull up. Then you have your chance at 10 minutes of fame by answering trivia questions or participating in some strange challenge. Win and you go home with a prize! New questions and challenges this year await you. Instant Game Show...just add you!



The Heinlein Society

BLOOD DRIVE

Sci Fi saves lives! And not just through some far off alien technology either, just ask the Indiana Blood Center and Robert Heinlein Society Blood Drive. Make your appointment to donate at the Blood Drive booth located in the hallway of the Crossroads concourse. Then step up to the Indiana Blood Center blood mobile on Friday or Saturday (located in the Maryland Street Motor Lobby) and make the future a reality for someone in need.



CHEESE WEASEL

Going to the Exhibit Hall? Of course you are! Before you go, be sure to get your Quest Cards (or the new App) from Cheese Weasel Logistics at their hallway booth. The ConQuest program is a fun way to tour the hall and potentially win big while you do! Every day there is a chance to win your badge for Gen Con 2014 and final prizes include \$10,000 in games and accessories and a 2014 VIG package! Cheese Weasel promotes small and new game companies and products. Join in and have fun while supporting our industry!



FACE PAINTING

Put on a happy face...become a scary goblin or anything in between.

Hugabug Family Entertainment

can bring your imagination to life with their custom face painting. Tiger, fairy, butterfly or pirate – Hugabug will make you into a walking work of art.



CARDHALLA 15

Welcome to the 15th annual Cardhalla at Gen Con!

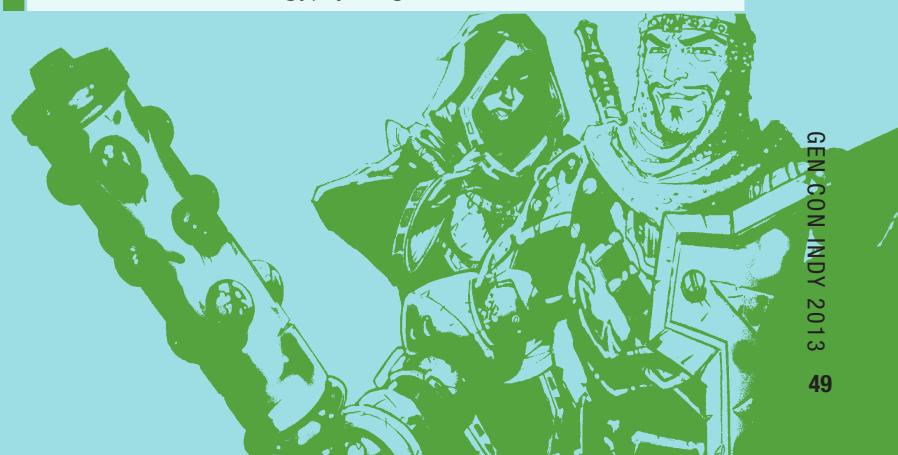
Cardhalla is a 24 hour free event where everyone can participate. Come help build a city of cards all made from donated cards. Just grab a pile and start folding and stacking. Be artistic and have fun. Make just about anything you want. Got some time between events and just need a place to unwind? Come join for a couple of minutes.

But then...on Saturday Night come help join our destroy everything for charity. Bring some pocket change to throw with all money going to charity. The closing festivities begin at 10pm on Saturday including the auction for the first throw and total destruction at 10:30 pm. Build. Donate. Destroy.



GYPSY TAROT READER

We're having a strong premonition...there is a colorfully dressed woman in your future...ancient cards with pictures...you will visit the Gypsy Tarot Reader this year at Gen Con! What better way to engage with the mystery and magic at the 2013 event than a reading of the cards from our onsite gypsy. We predict this year will be "The Best Four Days in Gaming" for all of our attendees but a little gypsy magic couldn't hurt.



SHOW HIGHLIGHTS



OPENING CEREMONIES

Your Gen Con 2013 fortune:

"Attend the Opening Ceremonies Thursday at 9:45am outside the Exhibit Hall. Get into the rhythm and with the first toss of the dice a new vision will be revealed."

Want to know more? Stop by our Opening Ceremonies and let the gaming begin!



BALLOON SCULPTOR

This is much more than simple balloon animals...this is balloon artistry! Welcome to the world of Tim Thurmond. With a passion that is still evident today, Tim began his work in balloon sculpting over 20 years ago. He has created unforgettable masterpieces that have won numerous international awards and even a world record. From dragons to bicycles to people – you won't believe what takes shape before your eyes!

Stop by the **Hoosier Hallway** to see Tim bring his one of a kind creation to life, then stop by the Charity Auction on Saturday for your chance to win the title of "Creature Slayer". The "**Slaying of the Creature**" will commence on **Sunday at 12 pm**.

Enjoy Tim's artistic vision at www.TheBalloonSculptor.com.



WORSHIP SERVICE

Get in the spirit with the Christian Gamers Guild at their non-denominational worship service on **Sunday at 9 am**. The service will include readings from scripture, singing familiar hymns, a sermon, and will also offer an optional communion. Stay afterwards to meet fellow Christians and learn more about the CGG organization. The service will be held at the Westin Hotel **Capitol II room**.



CHAIR MASSAGES

Has wandering in alternate realms left you with aching shoulders or a sore neck? Let EnRoute Spa bring you back to a relaxing reality with their onsite therapeutic chair massage.

Enjoy a relaxing massage focusing on neck, shoulders, back, arms, and hands. Services cost between \$20 and \$40 (not including tip), cash and credit card only. No appointment is necessary. You can find them at the corner of the Crossroads and Hoosier concourses!





CHILD CARE AT THE CON!

Do you have a couple of little princes and princesses at home but no one to watch the castle? Let **Sitters to the Rescue** save the day with their professional child care services onsite at Gen Con. They'll watch little lads and ladies from ages 0-12. Sitter to the Rescue will be open for business Thurs-Sat 9 am-7 pm and Sun 9 am-4 pm. Stop by **room 212** in the convention center to find out more information about this service.

ZOMBIE WALK

Warning, zombie crossing ahead! **Friday at 8 pm** - be aware of your surroundings because a zombie invasion may just cross your path. Stare in disbelief or stumble along with the horde in our 7th annual parade of the walking undead.



ORC STOMP 5K FUN RUN

5 years of our 5k! The Orc Stomp is a fun run through scenic White River State Park right in downtown Indy. We are operated and attended by enthusiastic gamers who love running, those discovering their inner athlete, those who want to reinforce new habits, and those who just want a little fitness fun while seeing some sights and meeting new people.

We have a wide variety of participants, including run/walkers and fast walking. Mile 2 is conveniently located at the start/finish area for anyone to stop early. We pride ourselves on being judgment free and open to anyone interested in fresh air, exercise, and socialization, provided your health allows for some light exertion.

Start off your day at Gen Con right. Get energized to game until you drop!

- Thursday at 8 am (ZED1345790)
- Friday at 6 am (ZED1345791)

Visit our website at www.orcstomp.com or visit us on Facebook.



GAMERS LIVE

Join the cast of *The Gamers: Hands of Fate* for a live improv comedy event where the audience is the GM, featuring *Gamers* writer/director Matt Vancil, Brian Lewis (Cass), Christian Doyle (Gary), Scott. C Brown (Leo), and Nathan Rice (Lodge). With your help, we'll create a new canon story in the *Gamers* universe! On stage participants will be chosen from premiere seating ticket holders. Brought to you by Zombie Orpheus Entertainment and Dead Gentlemen Productions.

- Friday at 6 pm (ENT1341072)

THE GAMERS: HANDS OF FATE

PREMIERE GROUP

18TH DYNASTY PRODUCTIONS

18th Dynasty Productions is an informal collective of long-time gamers and convention attendees. Many originally resided in the Cincinnati area, but have since spread out from New York to Wisconsin. Their team designed the Korvosan Irregulars Team Tournament to be the kind of team RPG event we want to play ourselves, with the goal of having fun in an intense, competitive setting. This is the third year running the Irregulars Team Tournament, with six new challenges and four new playable characters. 18th Dynasty Productions tries to make their event as interactive as possible, with three-dimensional dungeons and settings, and they reward player creativity in solving problems and meeting challenges. The Team Tournament is set in the *Pathfinder* world of Golarion, in the cosmopolitan city of Korvosa. The players have received an invitation to audition for the mysterious Korvosan Irregulars guild. The Irregulars are an elite coalition of adventurers who specialize in obtaining the unobtainable, rediscovering the lost, and infiltrating the most impenetrable targets. They can perform any mission, if it's difficult enough to be interesting, and if the rewards are sufficient. They don't take just any adventurer – potential recruits must show a certain spark and finesse before they are allowed to join. Every year, the guild invites select individuals to participate in the selection process where famous Irregular exploits are re-created and the

participants thrown into circumstances previously faced by the Irregular's best. Do you have what it takes to become an Irregular? Check us out at: facebook.com/KorvosanIrregulars.



ALDERAC ENTERTAINMENT GROUP

Alderac Entertainment Group has been entertaining Gen Con Gamers since 1994. If you don't know us by now, you need to make a point of stopping by to see what exciting, fun games we have this year!

We have three totally awesome Premiere Events planned for our fans! Whether you are a collectible card player, enjoy role-playing adventures, or prefer your fun from a boxed board game, AEG has it all!

Thursday we are running a special RPG storyline event exploring the Naishou Province of Rokugan! This event is an exclusive tie-in to *Secrets of the Empire*, which also releases at Gen Con 2013! Each player will receive a special collection of *L5R* RPG swag.

Then come back on Friday and play some more. Our Big Gaming Night Premier Event will be an enormous *Smash Up* of some of our hottest games! This event will give everyone more of a chance to play full games of our Greatest Hits!

But the excitement isn't over yet! Our *L5R* CCG continues the saga eighteen years in the telling. Saturday's tournament is a major storyline event. And don't forget the tournament has great rewards!

Throughout the weekend all levels of the CCG will be available at one event or another. Come and learn. But most of all, come because this is just going to be the most FUN! Check the schedules, some of our board game events are introductory and include actual copies of the games to take home!

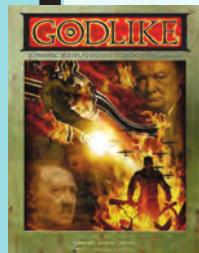


ARC DREAM PUBLISHING

Arc Dream Publishing brings you critically acclaimed, cult favorite games that are all about danger, hard choices, sacrifice and fast-paced, devastating action. Play them in our dozens of events and talk to the designers at our seminars and at our booth in the Exhibit Hall.

DELTA GREEN: One of the most acclaimed game settings of all time! We're working on a new, standalone edition of Pagan Publishing's classic "Call of Cthulhu" sourcebooks, where techno-thriller conspiracy meets unthinkable cosmic terror.

THE UNSPEAKABLE OATH: We've resurrected the original magazine of Cthulhu Mythos gaming!



GODLIKE: World War II like you've never seen it. Superpowers plus shattering action and nail-biting suspense -- "Captain America" with the shell-shocked carnage of "Saving Private Ryan."

WILD TALENTS: The superpowered suspense of "Godlike" comes to all kinds of other settings. The occult conspiracies of *GRIM WAR* -- the Victorian London of *THE KERBEROS CLUB* -- the modern-day alternate history of *PROGENITOR* -- and more.

MONSTERS AND OTHER CHILDISH THINGS: You're ordinary kids with ordinary problems -- and hugely powerful, bloody-minded, always-hungry monsters for best friends.

BETTER ANGELS: Thanks to a demon, you have superpowers. Can you be just supervillainous enough to keep the demon happy without losing your soul forever?



DRACHENRITTER: The empire stands on the brink of collapse. Tyrants and wizards have overthrown the old strictures and developed a taste for horror. Will your dragon-riding knights be the last lights of honor -- or stormcrows to herald the new dark age?



EVENT HIGHLIGHTS

THESE ARE RUN BY GROUPS THAT HOLD TO THE HIGHEST STANDARDS WITH THEIR GAMES. THEY CONSISTENTLY HAVE FULL GAMES AND WORK CLOSELY WITH US TO MAKE SURE THAT EVERYTHING IS IN ORDER FOR THEIR EVENTS. IF YOU'RE LOOKING FOR GAMES RUN BY A GROUP WITH A SOLID HISTORY AND PROVEN TRACK RECORD, START HERE.



CHAOS HAUNTED TOURS RETURNS!

Join Chaos Haunted & Historical tours as they take you along a dark pathway into the haunted downtown district of Indianapolis. This 90 minute walking tour will visit some of the spookier locations in hopes that we'll catch a glimpse for ourselves of something unexplainable from beyond the veil. You'll hear frightening tales of the past and some of the rich history of the city. Some of the highlights of the tour include:

- The ghosts of Union Station
- The oldest bar in the city where there have been numerous reports of ghosts from years gone by. Small wonder since it was once a bordello and rough drinking establishment.
- A restaurant where customers feel unusual cold spots and have other strange encounters. Of course it was once rumored to be the site of illegal boxing matches where some of the fighters died.
- A past Governor's mansion that was never lived in yet numerous people were afraid to enter because it was rumored to be haunted.
- An out of control fire that left firemen and others dead in a downtown building. One of the young firemen still appears to wake guests up in the middle of the night to alert them to a fire that happened many years ago.
- A theater where one of the past directors still makes his ghostly presence known.
- And much, much more!

On Thursday August 16 & Saturday August 18, Chaos will premiere the very first Vampire Tours of Indianapolis. Walk the pale and gloomy streets of downtown Indianapolis with us as we delve into an underbelly that holds dark secrets. We'll explore vampire locations and blood lore lost for a century. We may perchance have a visit from some of our "toothy" friends along the way. Some of the night will contain fictional "encounters" yet a certain amount of true history will be intertwined creating a web of mysterious otherworldly adventure with Vamps whose skin doesn't sparkle.

Let Chaos Haunted & Historical Tours lead you into the abyss of the unknown and forgotten in the heart of the Hoosier capitol.



BOTTOM PHOTO: Heather M. Matthews/Fortuitous Photography



COUNCIL OF LORIEN

Join us for one or several of our gaming events at Gen Con 2013! The Council of Lorien offers games for all ages, all interests and all gaming levels. Whether you are a beginner or you consider yourself an expert at gaming - we have something for everyone! We got our start as a gaming group 11 years ago, hosting *Middle Earth CCG* games at Gen Con. Each year, we've added something new to our schedule, always wanting to share our current favorite games with other Gen Con attendees. We've adapted new formats for older collectible card games, like *Middle Earth CCG* and *Star Wars CCG*, which provide an enjoyable experience for beginners as well as experienced players.

Family-friendly games, story-telling games, action/adventure games, collectible card games - it's all here! You will not only enjoy playing games with the Council of Lorien, but also learn the basics and some strategy as well. The only thing we're trying to sell you on is how fun these games are to play! Gen Con has become a highlight and yearly tradition for the members of the Council of Lorien, and we hope we can make your experience this year a memorable one so that you will continue to join us in the years to come.

DARKNESS REMEMBERED

We are passionate about gaming of all kinds. Whether you are a traditional tabletop fan, or enjoy the thought of getting dressed up to play Vampires, Werewolves, Mages or Changelings, we have something for you.

Darkness Remembered is a gaming troupe dedicated to having an excellent time at Gen Con and at other events throughout the rest of the year. Gen Con 2013 marks our 5th year of providing top quality gaming entertainment, and we plan on doing so for many years to come. This year we are running more than 20 events in addition to our main evening LARP.

Do you want to play a Kobold capturing babies for a king's feast? Check out "All Hail King Torg!" in the events section of your book.

What about trying out a Star Trek themed day-time fan LARP featuring the brand new WEST system? Look for "The Proximus Gambit".

Our MAIN EVENT this year is the evening LARP, "City of Glass". This continuing old *World of Darkness* LARP event runs Thursday, Friday and Saturday nights, with the finale being on Saturday. Players are encouraged to come back each night for bonus EXP for their characters. New players are encouraged and more than welcome.

There are many more events being run by Darkness Remembered this year, so be sure to look for us in your event book, and we will look forward to seeing you in our event room.

PREMIERE EVENT GROUP HIGHLIGHTS



DRUNKASSGAMERS

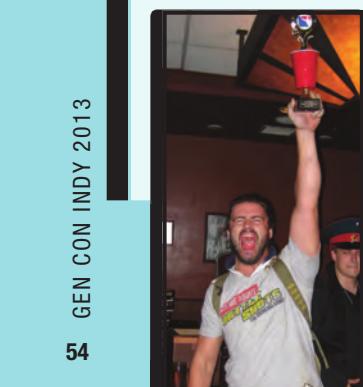
We at DrunkAssGames are dedicated to bringing you high quality games, the likes of which you have never before seen. We understand that there are people out there that want to geek out and drink their fill too. Catering to these individuals is our goal. We want you to get a little rowdy, have some fun, and most importantly, feel like a god among men! Our games inspire such class and competition, that the world as we know it shall rise up and declare, "It's a good day to be a DrunkAssGamer!"

This year at Gen Con, DAG and The RAM are once again hosting the Legendary DrunkAssParty on Friday night. This will be our 3rd year for this party and it should be bigger and better than ever. We try to get a few companies together to demo and show off their games of the alcoholic persuasion, while you enjoy a private meal at one of the best restaurants in town. Who knows you might even walk away with some great prizes.

A side project of ours is the Undead CCGers, where we bring back sealed product tournaments of long dead games. We will be running a sealed deck tournament of *Battletech* and *Middle-Earth* Friday.

Wednesday we will be having some free events at the RAM. Come by and learn *Death Cup*, while you drink delicious, made in house, beer with the designers.

Well I guess that's all. Remember, no one drinks and thinks better than a DrunkAssGamer. So if you are feeling distractingly sexy today, come say hi and enjoy what DrunkAssGames has to offer.



DAY'S OF WONDER

DAYS OF WONDER

Days of Wonder will once again host dozens of gaming events this year at Gen Con. You'll be able to sign up for a wide variety of Days of Wonder games - everything from *Pirate's Cove* to the latest *Ticket to Ride Africa* and *Asia* expansions, as well as *Shadows over Camelot - The Card Game*, the latest in its series.

Thursday at 2, Richard Borg, the author of *Memoir '44* will once again host the annual Gen Con *Memoir '44* tournament. Expect to see some new tournament scenarios to play with and some cool prizes for the winner.

Friday at 4 we're hosting what is becoming an annual tournament in the realm of *Small World*. All who enter are guaranteed to play two games and earn a participation prize. A *Small World* limited-edition T-shirt and special Gold Turn Marker will be awarded to the tournament winner.



Saturday evening at 5 pm, we'll host the annual *Memoir '44 Overlord* battles, where teams of four players will do battle on our oversize maps. We look forward to seeing you, so please come join us in the Days of Wonder event area this year at Gen Con.



EVIL FLEET PRODUCTIONS

Evil Fleet Productions is celebrating its 15th year running events at Gen Con! How did a group that started with just one event on a Sunday morning in the late 1990s become a Premier Event Group every year it's been offered?

WE GET IT. Gen Con is more than a convention or a vacation. It's a pilgrimage.

WE LOVE THIS. We bring the same passion to the gaming table that you bring to Indianapolis.

WE'RE LIKE YOU. We've been gaming over pizza and munchies for 18 years.



WE DO COOL STUFF. More *Paranoia* *Trek* than ever! *Cthulhu* events that include a manhunt for *Sherlock Holmes*, modern day murder and mayhem, an event inspired by the infamous R. Chick tract *Dark Dungeons*, and our first quasi-LARP! *Hero System* favorites like *All-Thrills* and *Too Many Batmen!* *Mutants & Masterminds* ranging from superheroes to cyberpunk! And of course our signature event *Can of Whupass!*



WE PLAYTEST. It doesn't come to Gen Con until we make the GM cry.

WE'RE PROUD. Our goal is to put on the best events at Gen Con, and we're just cocky enough to think that we can pull it off.

WE HAVE YOU TO THANK. You sell out our events minutes after they go on sale. You give us the feedback we need to improve, because we know we can always do better. Thank you for fifteen amazing years!

DON'T MISS THE BLOCKBUSTER EXHIBIT OF THE YEAR!

STAR WARS

WHERE SCIENCE MEETS
IMAGINATION

Presented by

BOSE
Better sound through research®

EXHIBIT OPEN NOW THROUGH SEPT. 2

at the Indiana State Museum in
White River State Park.

This is a timed-ticket event. For more information,
call 317.232.1637, or visit indianamuseum.org.

Located in White River State Park in the heart of downtown.



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Local sponsors



UNCOVER INDIANA'S SECRETS

 INDIANA STATE
MUSEUM
AND HISTORIC SITES



PREMIERE EVENT GROUP HIGHLIGHTS



Fantasy Aspirations

FANTASY ASPIRATIONS

Board games you can actually eat, ridiculous tournaments, and RPGs where you can play as your favorite action hero! These are just some of the events from Fantasy Aspirations. Our specialty is taking games you thought you knew and twisting them into unique and surprising experiences. This year we are proud to offer a wide variety of events and tournaments with our personal touch of hilarity and creativity. This year, we have five RPG events. In addition to legacy events like *Follow Me Boys!* And *B-Movie*, we have two *Pathfinder* adventures sure to please.

On top of that, we are offering a new improv-style game with *Andy Otto's Wing-It!*. Returning for its 4th year is the ever-popular *We Didn't Play Test This Event*, a competitive take on the underground hit card game. Returning to Gen Con is the *Circus Maximvs* Big Board with a Mario Kart Twist in *Mario Kartimvs Maximvs 64 B.C.* New to the lineup this year we have *Tribune Deluxe*, *Munchkin Bite My Booty*, and a unique tournament for the X-Wing miniatures game. We are combining two favorite party games into one night of laughter with *Telestrations Against Humanity*. Finally, we are very pleased to present, in association with Mayfair Games, *Edible Settlers of Catan*. This is the classic game complete with edible board and pieces.

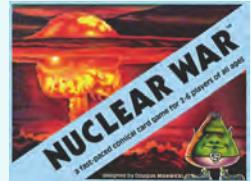
With Fantasy Aspirations, you are sure to have a fun and memorable experience you can't get anywhere else!



FLYING BUFFALO

Every year at Gen Con, Rick Loomis, publisher of the *Nuclear War* card game, and inventor of the expansion sets *Nuclear Escalation*, *Nuclear Proliferation* and *Weapons of Mass Destruction* runs a multi-round *Nuclear War* tournament. First prize is always some unique clock or gizmo or mouse pad with the supergerm logo on it, something you will not find anywhere else. Come join us. This game has been popular since 1965, and Rick will be happy to teach it to you! You haven't lived until you've blown up the entire world! You can even win a bumper sticker!

This year, Flying Buffalo is introducing the new DELUXE version of *Tunnels & Trolls*. Written by Ken St Andre and developed and illustrated by Liz Danforth (and other fine artists), we plan to have this book available by Gen Con. And both Ken and Liz will be here to autograph your copy. Ken will be running some *Tunnels & Trolls* events using the new edition rules. And if your character gets killed, Ken will autograph your character sheet!

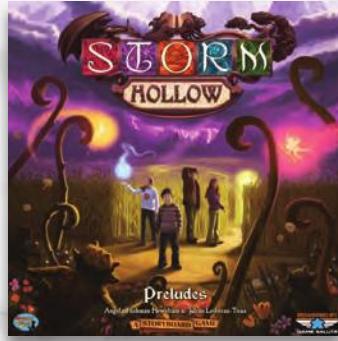
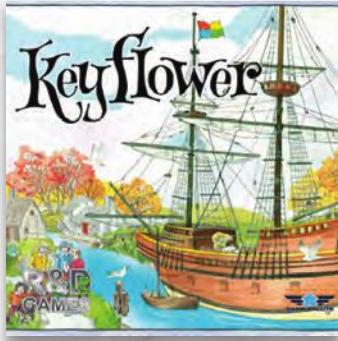
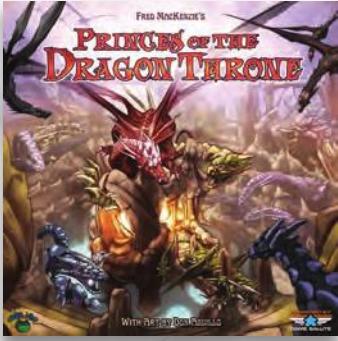
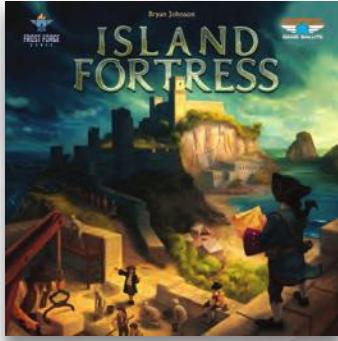
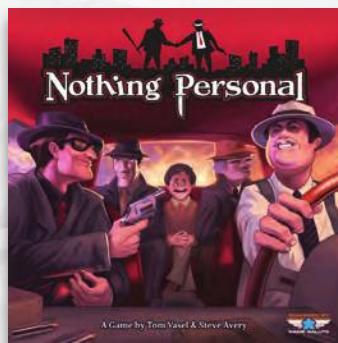
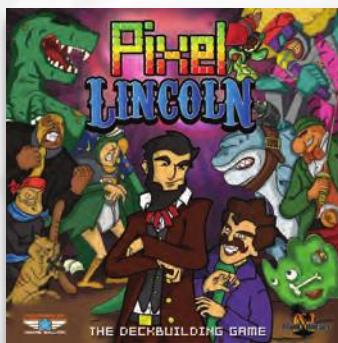
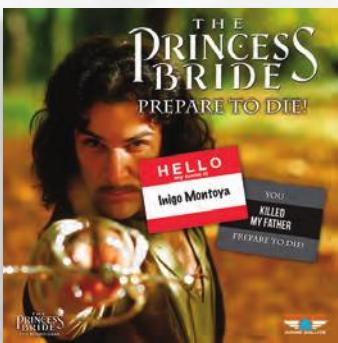
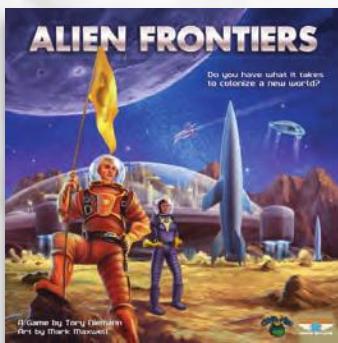


GOON GAMES

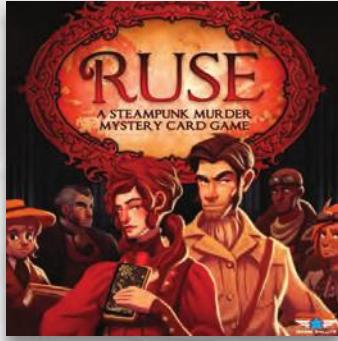
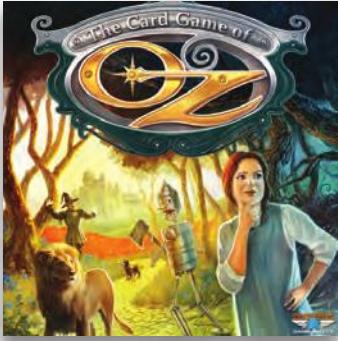
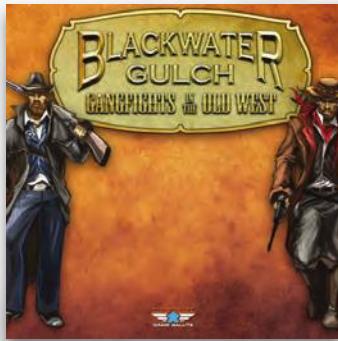
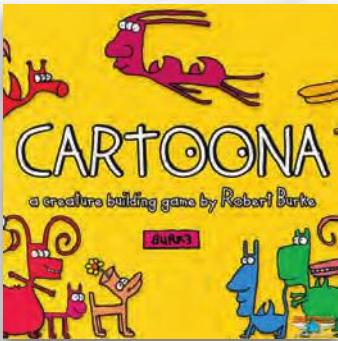
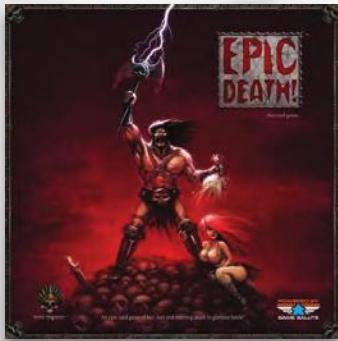
Goon Games started in the early 70s when a few friends got together and formed the gaming group, since then we have been attending Gen Con annually. We have been running our version of Clay-O-Rama at the convention for about 13 years now and have even had an exhibitor booth one year.

Over the years we have gained a small following for our game and are usually sold out but we always make room for extra players. Our version of Clay-O-Rama where players are each give a can of Playdoh and 30 minutes to make any kind of creature they want then battle each other for supremacy includes our Wheel of Fate, tasks, and cards that the players use on other players or themselves, these add an extra level to the game that everyone enjoys. We award prizes for best Claydoian, along with first and second place, but every player gets a prize at the end of the game. So stop by, check us out and grab some clay — then let your imagination go wild and join us.





The Latest and Greatest in Games!



Come visit us at booth #1735 and demo the future of games.

PREMIERE EVENT GROUP HIGHLIGHTS

The Guild of Sán Marcos

GUILD OF SAN MARCOS

Swashbuckling! Intrigue! Adventure! FUN! The Guild of San Marcos is dedicated to bringing you all the best and delivering stories you help create. Our adventures use the 7th Sea RPG, it's easy to learn and designed to emulate the over-the-top heroics you expect from *Pirates of the Caribbean*, *The Three Musketeers*, and *The Mask of Zorro*!

2013 is Year Three of our first Living Campaign, *The Heroes of Altamira*. But don't let that worry you. We'll still be running all the previous years' events along with the premieres of our latest two adventures, *Evil Intent*, and *The Balance of Profit*.



We recommend beginning with *The Road to Altamira* or *Fear and Surprise*, our character-creation adventures. But, we're very accommodating, so if you show up with a ticket, you're playing! Remember, 7th Sea is easy to learn, even if you've never played before, we'll have you swinging from the chandeliers in no time!

If you're looking for more individual attention, look no further than *Personal Agendas*. This sandbox adventure has no set plot so you decide what your Hero does (deal with a problem you encountered during one of the adventures, fight a duel, learn some gossip, or whatever you can imagine).

And if you miss any adventures, remember *DOMINGO GIGANTE!*, our end-of-the-con adventure gives you one final chance to play any currently released event.



Want to know more? Check out our website, www.guildofsanmarcos.net for details. Or keep up with our latest doings on Facebook at The Guild of San Marcos.

HEX GAMES

Don't let the name fool you. Hex Games doesn't use hex maps, nor do we cast hexes, nor do we use base-16 mathematics. No, Hex Games (www.hexgames.com) makes QAGS, the Quick Ass Game system.

QAGS is gaming done right. QAGS allows players to influence their game world and chart their characters' destinies. QAGS rewards player innovation -- with sweet, sweet candy. QAGS doesn't bog you down with a lot of charts and rules. QAGS features a simple, intuitive system that takes a minute to learn and five minutes to master. QAGS gets down to business and lets you indulge in cinematic action and adventure in your favorite setting or genre. Whether you're a fresh-faced newbie or a grizzled grognard, QAGS will make your dice happy.



Hex Games brings over 100 hours of RPG goodness to Gen Con this year. From our unique published settings like *Hobomancer*, *Spy Racers*, and *Funkadelic Frankenstein on the Mean Streets of Monstertown*, to worlds that exist only in our talented GMs' minds, you'll find an adventure that suits your needs. Want superheroes or classic fantasy adventure? We've got you covered. Mythic action with Beowulf and Gilgamesh? We've got that too! Superspies or high school drama? You betcha! Steampunk? Strap on those goggles! Cartoon ponies and magical hobos? Oh my yes, a little something for everyone.

And let's not forget our seminars. Come listen to the lovable Hex Games gang talk about game design, PC team-building, role-playing in established settings, and how to "prepare" for convention games. Hex Games wants to talk to you!



INDIE GAMES EXPLOSION

Indie Games Explosion is a volunteer organization dedicated to bringing great small press and independent games to a table near you! Through our scheduled games and the wildly successfully **Games on Demand** open-gaming event, you'll meet enthusiastic GMs and players and enjoy fantastic games that you won't find anywhere else at Gen Con. We love games that are different and new, as well as old gems that feel new again.

Why should you try Games on Demand? Gen Con is filled with great games, but sometimes slots fill up, you can't find the games you want, or you just want to try something new. At Games on Demand, there's no need to register ahead of time — just show up with a generic ticket before the slot begins (typically starting every even hour of the event), talk with the hosts to find a game, and then sit down and play!

The IGE Games on Demand event is a bit like a mini-convention inside Gen Con, organized and run by friendly volunteers who are excited about games and want to share them. Playing at our tables is a great way to meet new people and stretch your gaming muscles. You might even find yourself running a game before the weekend is over!

To find out more, see www.indiegamesexplosion.org or find us on Twitter at @Games_on_Demand.



BATTLETECH MINIATURES WARGAME!

Wargamers, *Alpha Strike* is for you!

 The complete *BattleTech* experience as a true miniatures game of fast, exciting game play!

 Includes sample army lists for the Clan Invasion Era!

 Just bring your *BattleTech* miniatures and dice!

 A fantastic fit for *MechWarrior: Dark Age* or *MechWarrior: Age of Destruction* players!

 **BattleTech: Alpha Strike**
Stock #: 35600
MSRP: \$44.99



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PREMIERE EVENT GROUP HIGHLIGHTS

INFINITE IMAGINATIONS, INC.

III runs a broad spectrum of events, from RPGs and LARPs to Board and ZED games. Dedicated to making sure the player comes first, many events run as 'rules light' or 'variant' games, putting the emphasis on the characters that the players bring to life.



Looking for superheroes? The kids rock the house in *The Young Heroes* and *Sky High Reunion*, while *The Defiant – Aftermath, Strangers* and *Steampunk Supers* each put a new spin on the genre.

For something different, *A Twist in Time-Chapter 5-We Saved the Princess!! Run!!!!!!* mixes D&D with WWII, while the Talent Operation Group goes to war in *Ballroom Blitz*.



On III TV, an FBI team tracks down super-powered killers in *Forensic Hero – Little Tweaks*, there's some Buffy-style action in *Cleveland's Best*, or try a twist on a classic with *The League of Extraordinary Women*. Prefer a B-Movie? *Kaiju Hero - War of the Monsters* and *Escape from the Late Late Late Show* are running on those old UHF channels.

Jim Butcher inspires a pair of LARPs with *The Dresden Files Present: Invitation to the Ball* and *A Midwinter Knight's Dream*, while we introduce kids to LARPing with *The stuffies somewhat epic and a bit magical adventure!* where every player goes home with a toy!

Battle the zombie apocalypse in *The Walking Dead Board Game* or *Last Night On Earth*, or test your trivia knowledge in *Pass the Popcorn*.

Check us out at our blog <http://infinite-imaginations-inc.blogspot.com>. We're looking forward to seeing old friends and new faces!



IRON GM, LLC

Play at the Iron GM™ Championship

The world's most hardcore GMs are on a mission to give you the game of your life! Competing GMs take three secret elements and improvise hours of gaming brilliance just for you. Score your GM after your game and help choose the best GM on the planet. Rub elbows with industry celebs, while stunning models throw plushie d20s at you and hang shiny dice around your neck for each nat-20 you roll. Every player shares thousands in prizes and giveaways just for showing up! Compete in Player Olympics during intermission for a chance to win even more. Don't miss the gaming event of the year. A 3.5 SRD event – unless your GM offers and you accept an alternate system, in which case anything goes.

Compete at the Iron GM™ Championship

Think you're the best GM in the world? Prove it! You have an hour to weave an adventure from three secret story elements, then amaze players you've never met with the game of their lives. Triumph over the amazing talents of past champions. Out-game the Iron Contenders, those GMs victorious at regional semifinals across the nation who converge on Gen Con to chase the crown. Share an unbelievable prize chest worth thousands just for competing, but only the top three win big – and only one earns the Iron GM title. Be the world's next Iron GM!

Saturday, High Noon

RPG1341300 for players to sit in judgment
RPG1341299 for competing GMs
6.5 hours of show, game, and glory!

Kettle of Fish Productions

KETTLE OF FISH PRODUCTIONS

Kettle of Fish Productions returns to Gen Con in 2013 with another collection of unique live action role-playing events fit to lift your spirits and chill your souls! We've got everything from light fantasy to dark space opera, from comedy to tragedy, from classic gaming settings to original worlds unlike any you've played in before!

This year we're thrilled to offer Gen Con attendees four days of non-stop live-action adventure!

Wednesday: Join us for a game set in the wildest west that never was in *Midnight at Terra Firma*!

Thursday: Explore the worlds of the Fading Suns in *The Lost Apostle*, the war-torn future of the 41st Millennium in *Nex Eternus*, and the funky post-apocalyptic future of Andy Hopp's Low Life in *Stanks for the Memories*!



Friday: Because you demanded it, don't miss a trilogy of breathtaking LARPs set in a galaxy far, far away in *Child of Fortune*, *Voyage of The Astral Queen*, and *Ark of the Condemned*!

Saturday: Venture into a world of fairytales and folklore as we journey on *The Road to Bremen*, and be prepared to face horrors both whimsical and maddening in three all-new tales of the Cthulhu Mythos in *Charlie Chonka & The Fudge Refinery*, *The Old Gods of Rock*, and *Under The Lid of The Silver Snuff Box*!



Last year Kettle of Fish Productions let the monkeys loose. This year, we raise our swords high because our day has come!



LEGEND OF THE SHINING JEWEL

Legends of the Shining Jewel (LSJ) is a living campaign, meaning you receive experience and can take your character anywhere to play, using the Pathfinder rules system, along with additional rules from the LSJ Campaign Staff.

- Besides the standard races, LSJ also has alternative races, including Luparri, a dog like race, Tabreen, cat people race, Aasimar, a half-celestial race, Elems, a half elemental race, 7 different races of Elves, Half-Ogres, Sathoni, a plant people race and Tieflings.
- All characters start out with either a +1 weapon or +2 bracers.
- High fantasy point build.
- Characters playable to 21st level.
- LSJ offers variants on existing base classes, as well as classes unique to the campaign.
- 11 prestige and 18 paragon classes are also available.
- Modules are free to download from the LSJ website, <http://www.theshiningjewel.com/LSJ/>.

LSJ is offering a variety of options for players of all levels and experience this year. The modules are offered at 9AM, 1PM and 7PM. Pre-generated characters are available for all slots for all modules except the battle interactive.

- Premiere introductory module- "Buzz Around Town" for levels 1-6.
- Premiere modules- "Fire in the Sky", "The Sky is Falling", "Unholy Matrimony", "Dirty Deed" all for levels 1-17.
- A selection of modules from the 100+ LSJ catalog of events.
- For the first time at Gen Con, LSJ will be offering a battle interactive, "Death From Above" for levels 1-17.

Campaign staff will be on site to answer any questions. Come join the fun.



LEGION OF HEROES

Legion of Heroes has a great slate of events this year that cover everything from supers to fantasy (traditional and urban) to sci-fi, including events from recent Kickstarter projects. This is a group of veteran GMs, some who have been playing HERO for over 30 years.

Champions kicks off the list with great intro events ("It's Always VIPER", "Young Titans 2013: Apotheosis!"), fan favorites ("Champions BYOB", "Cereal Killers: Night of the Living Crunch"), and two new playtests ("A Bridge Too Far", "Rise from Beneath").

We have three urban fantasy events, starting with a Victorian London *Dresden Files* mystery of magic and monsters ("Dweomer By Gaslight: Dead Line"). Then Larry Correia's *Monster Hunter International* event will get your MHI campaign out of the shadows ("New Kids in Town"). And if magic and cyberpunk are your thing, take a walk under the Sixth Sun ("Corporate Counterstrike").



Fantasy is also well represented, including events from *Discworld* and the *Narosia* Kickstarter. Three humorous *Discworld* events explore the secrets of Ankh-Morpork and dimensions beyond ("You Gotta Have Faith", "Off the Map", and "Funny Business"). If you are new to *Narosia*, we have an event meant to start your campaign ("Ruins of Baradahn"), as well as a twist on a classic tale of elemental evil and *Narosia* mythology ("Village of Gilkas").

Finally, we have a classic mash up of sci-fi best described as Buck Rogers meets *Firefly* ("Space 1935: The Energy Wraiths of Epsilon Eridani").

Whatever your preference, we have an adventure for you.



NATIONAL ASOCIATION OF CRAZED GAMERS

NASCRAG is an independent judge organization providing an outrageous, high quality fantasy roleplaying experience at Gen Con - every year since 1980!



What makes NASCRAG different from other tournaments?

- The fun starts before you even sit down with the "Dungeon Bastard" Tom Lommel marshalling event.
- The 6 player, team advancement module mixes roleplaying (not 'roll-playing'), character subplots, action, and puzzle solving.
- We reward creativity, advancement weighted towards story and roleplaying.
- Each of the three rounds is playtested extensively by judges and rewritten and adjusted until it makes us cry laughing (not because we are torturing the authors).
- The judges are all highly experienced GMs, many recruited from past winning teams.
- We reserve time for our party awards ceremony where we announce winning teams, best players, and swap stories.
- You could become a member of an elite group with NASCRAG "winner" T-shirts.
- Did I mention prizes from our sponsors?

We offer 2 events: the 3 round NASCRAG Tournament and the 1 round NASCRAG Charity event benefiting the Gygax Memorial Fund.

Preliminary and charity event rounds run:

Thursday 5-pm – 9 pm (RPG1344079) (RPG1344048-charity)

Thursday 9 pm – 1 am (RPG1344080) (RPG1344049-charity)

Friday 1 pm -- 5 pm (RPG1344082) (RPG1344050- charity)

Friday 9 pm – 1 am (RPG1344082) (RPG133051-charity)

Semi-final: Saturday 1 pm. Final: Saturday 7 pm. Finals end with an awards party.

More information about our events and sponsors, as well as finding out if your team advanced can be found at www.nasrag.org.

PREMIERE EVENT GROUP HIGHLIGHTS



ORC STOMP 5K FUN RUN

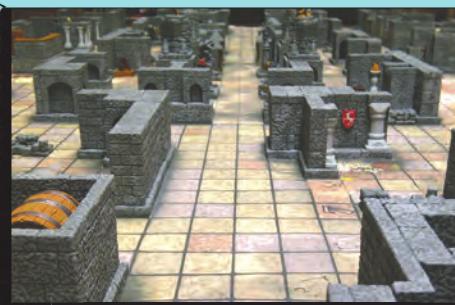
The Orc Stomp is a 5k fun run through scenic White River State Park right in downtown Indy! This is our fifth, biggest and best year and the Orc Stomp has become a tradition for many. We are operated and attended by enthusiastic gamers who love running, those who are discovering their inner athlete, those who see an opportunity to reinforce new habits, and those who just want to have a little fitness fun while seeing some sights and meeting new people.

We have a wide variety of participants, including run/walkers and fast walking. We pride ourselves on being judgment free and open to anyone who is interested in fresh air, exercise, and socialization, provided your health allows for some light exertion.

We are coordinating with Gamers for Humanity (www.gamersforhumanity.org) and all proceeds from this event benefit that fine organization. Come out and meet some of the Gamers for Humanity volunteers along the course while helping them to make a difference!

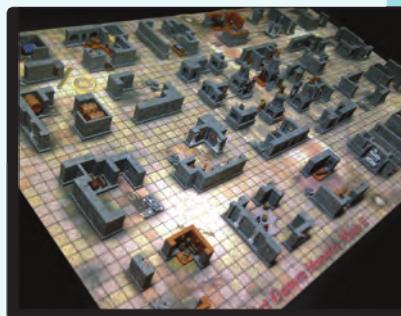
Start off your day at the convention right. Get energized to game until you drop!

Visit our website at orcstomp.com or visit us on Facebook.



OTTAWA RED SHIRTS

The Ottawa Red Shirts were "born & raised" at Gen Con way back in 1998 and have been providing quality entertainment at the con ever since. Beginning life as a play-test and demo group for I.C.E.'s *Silent Death* line, and later for Rafm Miniatures, we have also developed our own series of games, marketed through redshirtgames.com. While originally from Ottawa, Canada, we continue to draw our GMs from the best and the brightest of the players we meet at the con. The Red Shirts are all about miniatures games, whatever the genre, 'cuz they're pretty to look at and fun to play with. Our scenarios are specifically designed for convention play, to make sure gamers get the most play and enjoyment out of our events. Hope **our** experience will be a great part of **your** experience at Gen Con 2013.



OZARKS RISING

Ozarks Rising returns to Gen Con to fulfill your zombie killing needs. This year we have 2 brand new events and we are going to be running *RISING* Vs from 11AM – 10PM on Saturday. This year we don't have a VIP event on Saturday but instead we are going to try and kill you with laughter.



In *Helix & Helix: Damage Control* only days have past since your team took out "Project 42" and through Intel you have learned that not only were there more "smart zombies" in that lab, but that during the fray a contingent of them escaped. GPS imagery shows that they are headed straight for a Renaissance Fair group! This could be your hardest mission yet since it seems that these "smart zombies" are able to evolve and as we found out the last time, could control other zombies. So before you pull that trigger you had better be sure that you're aiming for a zombie and not a civilian.

Saturday we will be doing a new event that may be a little... how to describe it... funny. We are calling it *RISING: Night of the Walking Resident Deadites*. As you can tell from the title we will be skewering all sorts of zombie themed pop culture but don't let your guard down because while these zombies may be the butt of a few jokes, it doesn't mean they haven't lost their appetite for your brains. If you have levels you'll get to use them.



LEGENDARY™ DARK CITY



BOOTH #1219

SHOW SPECIAL

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- Dark City
- 20 Packs of Sleeves
- Dividers
- Dark City Mega Mug

\$150



LEGENDARY™ BUNDLE

- Legendary™
- 10 Packs of Sleeves
- Dark City Mega Mug

\$100



PREMIERE EVENT GROUP HIGHLIGHTS

PAMEAN GAMES

Pamean Games is excited to bring its unique brand of steampunk adventure to Gen Con for a third year, the second as a premier event group. We crafted a slate of all-new "Brass & Steel" events for this year's convention. We work very hard every year to produce well-written, exciting scenarios that push the boundaries of steampunk gaming into uncharted regions of fun and adventure. We provide pre-generated characters for all our events, both to save time and to guarantee that there are plenty of interacting character hooks for players to exploit right from the start of the event.



This year's scenarios explore several exciting locations in the world of *Brass & Steel*, with five tabletop events and two LARPs. Travel to the oil boomtown of Beaumont to negotiate a ceasefire between Texas and the Aztec Empire or book a ticket on the luxury airship SS Ariadne and see the eruption of a supernatural volcano off the coast of Iceland. Globe-trotting adventure is the name of the game in *Brass & Steel*!

Brass & Steel is a hybrid live action/tabletop RPG, with rules equally suited to both. It is an alternate 1905, where the mystically-fueled industrial revolution has produced amazing feats of technology and the sun never sets on the mighty British Empire. Clockwork marvels face off against ancient sorcery. Airships cruise the skies. Lucid dreamers explore the mysteries of the subconscious and pluck secrets from the shadows of others' imaginations. Mighty elixirs heal shattered bodies. Steam-powered prosthetics return crippled soldiers to the front lines wielding bizarre new weapons and equipment. All of this and much, much more are possible in the world of *Brass & Steel*.



PARTY OF ONE

The Party of One (POO) is a group of gamers from the Minneapolis area dedicated to good gaming and good fun since the late seventies. Party of One (which describes both our play style and dinner plans), should be older and wiser, but after thousands of hours in our basements we continue to write adventure after adventure for your role-playing enjoyment. Whether combat, puzzle, or story-based, regardless of game system, we bring solid games and lonely GMs to every Gen Con. Even if you are on a "solo adventure", check out our games.

PARTY oF



PERYTON GAMERS

We're back for our ninth year and bringing more new adventures than ever. Many of the games we're running are leaving their incubation vats this year for the first time. In addition to scheduled events, we will be running open demos at the Peryton Publishing booth in the Studio 2 block.

Take the role of a transdimensional dissident in the new *Qalidar*:

Resistance RPG. Confront disturbingly alien interlopers who are recklessly exploiting the aberrant science of Qalidar for profit. Also see www.qalidar.com. Visit the booth to check out the limited edition preview rules!

Would you rather see your heroes in brighter colors? Help us playtest the **Powerful Tales** RPG. This unique take on superhero gaming integrates a broader tactical element with its specific role-playing challenges.

We'll be showcasing the new rules for **Glow** post-apocalyptic gaming with a tribute to the world of *Logan's Run*. Under the same system, **Crawlspace** and **Spacers** bring you Lovecraftian horror, UFO encounters, and classic space opera.

Prefer shambling hordes of undead with your apocalypse? **Stay Alive!** puts zombie survival in your *Tunnels & Trolls*. It features fast, intuitive rules for head shots, infection, and other nastiness. Can you escape from a zombie-infested Toledo?

Finally, explore a world of mystery-solving anthropomorphic animals in a marathon session of the playing-card-based **No-Dice** RPG.

We've got plenty of the staples too, including *Tunnels & Trolls*, *Game of Thrones d20*, and our annual *Aqua Teen Hunger Force* event. Find our full schedule at perytongamers.com/events.

Spin THE Bottle with Jen Page

Visit the Hostile Work Environment booth
(#460) to spin and win!

- 100 FREE Limited Edition Jen Page Fanboy/girl Shirts, plus heaps of other Hostile swag!
- Take photos with Peter Adkison, Jen Page and Derek Guder!
- Check out our Kickstarter for our new project, *The Devil Walks in Salem*, a film based on an RPG!
- Support our Kickstarter before or during Gen Con Indy and enter a drawing to be Peter Adkison's special guest for brunch and gaming in his private Gen Con suite!
- Attend the premiere screening of the new episode of *Gen Con: Behind the Screen* at Westin Capital I, Saturday at noon! Exclusive swag for the first 100 people in line!
- Watch the first two episodes of *Gen Con: Behind the Screen*, online now!

www.facebook.com/genconbehindthescreen

www.youtube.com/user/HostileWorkEnv



Photo by Glen Sayes Photography

PREMIERE EVENT GROUP HIGHLIGHTS



PINNACLE ENTERTAINMENT GROUP

We started in 1994 with *Fields of Honor*, then John R. Hopler's *Last Crusade* WWII CCG. In 1996, we created our award-winning, best-selling *Deadlands*, which spawned *Deadlands Hell on Earth* in 1998 and *Deadlands Lost Colony* in 2000. 2012 saw the release of our new hit *Deadlands Noir*, crowd-funded by an amazing Kickstarter.

What we're really excited about right now is the tenth anniversary of the core rules that power all our game lines - *Savage Worlds*! Our game won the People's Choice award for Best Roleplaying Game from the Origins Awards after it was released, and the latest "Deluxe" edition won the *Emmy* for Best Roleplaying Game in 2012. We've sold over 100,000 copies of the game in all its forms, have been translated into French, German, Russian, Polish, Portuguese, Hungarian, Chinese, and Italian, and are blessed with a large and passionate fan base. We're also extremely happy to have great licensees who use our rules for their awesome settings as well.

Just as exciting is watching people play our games at conventions and game stores all over the world. We've been thrilled to play with fellow gamers in faraway places like Australia, Poland, the UK, and all around the United States. We've also been amazed at how an informal gathering of fans turned into our legendary "Savage Saturday Nights," with literally hundreds of gamers and dozens of Game Masters all playing at the same time.

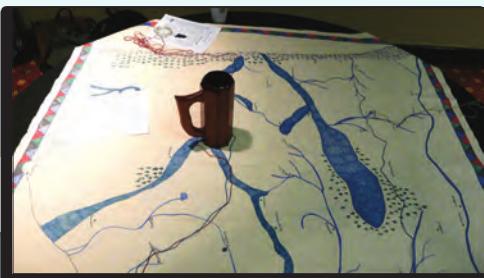
PLAID CHAMELEON GAMES

Plaid Chameleon Games returns for our eighth year of exciting adventures and twisted live action role playing. We offer games of every description ranging from kids games to table tops, but the biggest draw is the *7th Sea* Live Action Role Playing Game. Last year, the heroes crafted a peace treaty for the divided lands of Eisen, though things didn't go smoothly. And this year we promise, no poison!



This year, the adventure begins with tabletop Swashbuckling 101 where a small group of foolish sailors discover an artifact of unknown origins in the Vendel Isles. Things continue Friday night in the Hart of the Storm LARP when archeologists and Explorers unravel the artifact's mysteries while newspaper reporters snoop and rich patrons flaunt their wealth. Then on Saturday, the heroes from the LARP will follow the clues to unearth its destiny. Each part can be played separately, but the only way to get the full story is to play in all three.

Come explore swashbuckling, modern horror, science fiction and fantasy with the Plaid Chameleon crew. Stop by www.plaidchameleongames.com or the Plaid Chameleon Facebook page for updates on the games and pictures from last year's games. We want to stand out as your premiere gaming stop at Gen Con because blending is for Geckos.



ROGUE JUDGES

Celebrating 22 years with Gen Con, Rogue Judges continues to bring you the games we love to play. We started in 1991 in the open gaming area with our own, homegrown favorite - *Conquest of the Starlords*. Come join us for the game's latest incarnation run by the game designer. Play as one of over a dozen unique alien races vying to control the galaxy. If your goal is a more modest "world domination", we are also proud to bring you the 28th annual *Diplomacy* tournament. Since 2002, Rogue Judges has been fortunate to host this event which brings together the top players to compete in the classic test of strategic planning and negotiation skill. And for the novice diplomat, we offer introduction events to teach you the basics. Continuing our trip down memory lane, we are again pleased to offer such classic favorites as *Advanced Civilization*, *Junta*, *Illuminati*, *Talisman*, and *Mythos* - games that we fell in love with during those halcyon days of our youth. But wait - that's not all.

We continue to bring perennial favorites like *Agricola*, *Arkham Horror*, *Carcassonne*, *Dominion*, *Killer Bunnies*, *Last Night on Earth*, *Le Harve*, *Munchkin*, *Paranoia*, *Powergrid*, *Thebes* and many, many more. And this doesn't include the wonderful offerings from Engle Matrix Games like the new *Hungry Dragon* and *Fairy Tale Assassin League*. So come and join us out at "Rogue HQ" for a relaxed, fun-focused gaming experience. Remember, we teach everything we run so come learn a new game today!



Harsh Realities

Hot New Releases!



Sixcess Core is a generic, universal, D6-based, dice-pool roleplaying system. Easy to learn. Versatile. Powerful. As light or crunchy as you desire. Sixcess Core can tackle any genre or style of play. It is the central platform for future gameworlds such as ElfWood, Promised Sands, Extraordinary Voyages, Mytharia and more!



CARTOON ACTION HOUR

SEASON 3

Cartoon Action Hour: Season 3 is the third edition of the Origins-nominated roleplaying game that emulates the exciting action-adventure cartoons of the 1980s using "cartoon logic" rather than "real world logic" at its core. Knowing is indeed half the battle!



Come see us at Booth 1455!

These and other fine products are available at the booth, so stop by and get in on the action! And don't forget to visit us on the Web!

www.harshrealities.org • www.spectrum-games.com



**Spectrum
Games**

PREMIERE EVENT GROUP HIGHLIGHTS

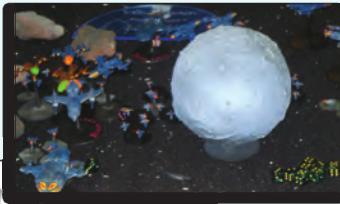
SCORCHED EARTH STUDIOS

The long ago promise of moon tourism has finally become a reality. Corporate interests have embraced the new Space Age, creating a once in life time experience for those lucky enough to find a way to visit our lonely satellite. This year, participants will take the role of either the staff or visitors of the first moon hotel. Scientific research, one of a kind leisure activities, and sanity melting truths just beyond the periphery of perception await those participating in Scorched Earth Studios 2013 Gen Con production In Space, No One Can Hear You Fhtagn. We are looking forward to watching our players dragging one another kicking and screaming into the howling abyss of madness once again. Last year was an absolute blast, and we are excited to return to this year.



SO1KS

S.o.1ks. doesn't get paid to play games and has nothing to sell. We are simply a group of friends who loves to play games - just like you. Together, we have survived over 1000 sessions of gaming. This shared love of gaming is what motivates us to host events at Gen Con. It's our way of giving back to the gaming community that we enjoy being a part of.



Come join So1ks for a variety of different games! Fuel your competitive side by joining the *Dominion* tournament.

Players will compete in each of the 9 versions of *Dominion* - including the brand new *Dominion Guilds* - for the highest total score and prizes!

Fans of both Nintendo's *Super Smash Brothers* and *Star Wars Epic Duels* will want to try the custom made *Super Smash Bros Epic Duels*. No other board game captures the feel of Smash Bros like Epic Duels does! More into anime than video games? If so, then *Gundam Epic Duels* is just for you. Mechs pummeling each other is always a good time!

For satisfying space combat, you can jump into the *Babylon 5: A Call to Arms* miniatures game with the scenario: "The Second Battle for Babylon 5". If you prefer your space battles to be wild crossovers, then you must play the *Star Wars - Babylon 5 - Star Trek - Battlestar Galactica* Mash-Up. Be a part of the chaos as the Rebels, ISA, Klingons and Colonials collide with the Empire, Dominion, Shadows and Cylons! These are the types of things you can only experience at Gen Con - and only with So1ks!



SLUGFEST GAMES™

SLUGFEST GAMES

SlugFest Games is looking for a few good gamers!

CGM1342090: Red Dragon Inn: Gambling, I'm In! (Friday, 7pm)

Come learn to play gambling games inspired by the world of the Red Dragon Inn! This session will teach you everything you need to know to be ready for the 9pm tournament!

CGM1342091: Red Dragon Inn: Gambling, I'm In! Tournament (Friday, 9pm)



Win the most fake money and you'll be the champion! Experienced players only, please. If you don't know the games, no problem! Just come to the 7pm introductory session first, and you'll be ready to play at 9!

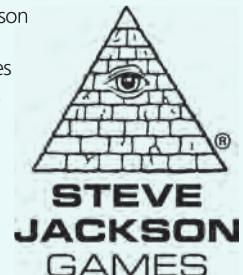
CGM1342089: Red Dragon Inn Doppelganger Tournament (Saturday, 7pm)

This is always our most popular event at Gen Con! Each player gets assigned a character at random. In the first round, you must fight your way through a table of players all playing the same character! After proving that you are the "real" Fiona, Zot, Kaylinn, etc., you will advance to the semifinals, then the finals, where a champion is crowned!

(Experienced players only please. If you haven't played the game, stop by the SlugFest Games booth and we'll be happy to teach it to you!)

STEVE JACKSON GAMES – MEN IN BLACK

The Men In Black, the volunteer arm of Steve Jackson Games, in the guise of normal, everyday game enthusiasts, subtly promote awareness of SJ Games and help further the agenda of the secret masters. They also do blatantly obvious things: run demos at conventions, represent SJ Games at game stores, and encourage other gamers to join the fold. This team of friendly and outgoing volunteers is sent on missions all over the world, so it is no wonder that MIBs are always found at Gen Con, the best four days in gaming.



This year, the MIBs are proud to present more than 150 events at Gen Con Indy! You can join the World Championships of *Munchkin* and *Munchkin Quest*. Try the *Ogre Designer's Edition*, Steve Jackson's first game design, beautifully updated. Check out *Castellan*, an easy to learn but challenging game of castle building for two to four players. Of course, the MIBs can teach you more great games like *Zombie Dice*, *Chez Geek*, *Illuminati*, and *GURPS* – just to name a few. If you want an introduction to the best of SJ Games (both new and classic), we suggest you join the Path to Illumination events. If you consider yourself an expert in anything SJ Games offers, the "vs. MIB" events might be the right ones for you. This is where the MIBs play rough and show all their hardcore gaming skills, including the sneaky tricks they know.



Steve Jackson Games will also have a booth in the exhibit hall – stop by to meet members of the staff! The fun continues over dinner at the munchkinly SJ Games tavern at Tavern on South (tavernonsouth.com), within walking distance of the convention center at 423 W. South St. Here they will serve you illuminated meals and munchkinly drinks. With bonuses? You bet!

MONSTERS are coming!

ORIGINS
GAME FAIR

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Greater Columbus Convention Center

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Mayfair Games

PREMIERE EVENT GROUP HIGHLIGHTS



TEAM HASSENPLUG

"At the far end of the galaxy lies a fully automated grid-widget factory." And, for the third consecutive year, Team Hassenplug will supervise factory operations, by pulling defective robots out of the maintenance bay, so the redundant supercomputers (players) can pit them against one another in a destructive race across the dangerously cluttered and ever-changing factory floor.

This is no game of pushing tiny tokens around a table-top board. Team Hassenplug's *Super Robo Rally* has super-sized LEGO versions of famous robots, animated and navigating on their own, along with an automated card dealer, and scanners for user programming.



Watch as they bring to life *Robo Rally*, Avalon Hill's classic game of robot programming, racing and destruction.

Team Hassenplug is a group of LEGO robot builders from Indiana who are known throughout the galaxy, and are proud to be recognized as a Premiere Event Group for Gen Con again in 2013.



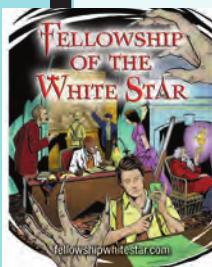
THENODRIN PRESENTS, LLC

Oil up your six guns or dust off that musty old magical tome to join the Fellowship in their fight against the evils plots of the Kaiser, Rasputin, Imhotep, Dracula, Jack the Ripper and other malignant evils. Walk in a world where magic and evil exists but are unknown to the common man. Your job is to keep them safe, but can you succeed...

Fellowship of the White Star is a continuous horror roleplaying campaign set in semi-historic Edwardian earth of 1905-1914 with a horror atmosphere that is hidden from the view of the common people. The players create first level (3.5ed) heroes to investigate suspicious events and battle evil supernatural beings (or use pre-gens we have available). *FWS* is focused on role playing, investigation and horror rather than combat. That isn't to say that there isn't combat, it just isn't always the primary focus. Envision archaeologist heroes investigating tombs in Egypt, British soldier heroes weeding out voodoo cults in Jamaica, western cowboy heroes battling zombies in mines, arctic explorer heroes seeking the yeti, etc...

Gen Con 2013 premieres (11 other events also available):

A606 "Journey to Antarctica", part six of the *Journey* series by Victor Long: Mid/high level adventure for experienced players



RALPH LUMLEY

A607 "Prophecy", part seven of the *White Realm* series by Dave Nadolny: High level adventure for experienced players



D602 "Journey/Escape", part seven and the finale of the *Journey* series by Victor Long: Conclusion of the *Journey* series



SCOTT RYAN-HART



Windmill

Game

Co.

You want to play

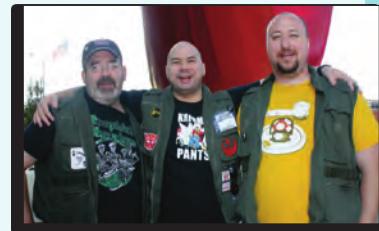
WINDMILL GAMES

Windmill Game Co's team of bright young designers brings with us fresh new attitudes on gaming. Hailing from half a dozen states, we met at various conventions several years ago and started running games together. Our company has evolved into a family, with our players becoming our extended family. Gen Con is one of our "family reunions" where we get together with old friends - and make new ones - so we are looking forward to it!

We have candy. Approximately half of our games involve our Universal Game Mechanic, which means more sugar than you can shake a stick at! We are completely whacked out of our minds on enough caffeine and sugar to power a small country to make up for the lack of sleep we inevitably face at the largest gaming convention in the world!

As usual, we are featuring our Golden Hour system, featuring *Tokyo Masks* - a tongue-in-cheek superhero RPG - and the second season of *Wuxia* - high-fantasy martial arts roleplaying set in cinematic Hong Kong. And, of course, we will be causing trouble again with our perennial favorite, *Advanced Dimensional Green Ninja-Educational Preparatory Super-Elementary Fortress 555* - wacky adventures in the Grade School in the Suburbs surrounding the City at the Center of the Anime Multiverse!

Finally, we announce the return of one of our most popular games after a two-year hiatus. *Dread* is a diceless horror game published by The Impossible Dream. With its unique character generation and mechanics, *Dread* will keep you on the edge of your seat!



WYRD MINIATURES

Not just little pieces of metal anymore! In fact, now it's little pieces of plastic. Use them in one of our 4 *MALIFAUX* tournaments to show your opponents who the Master really is. Or sign-up for the Achievement League and play *MALIFAUX* with anyone you find during the weekend to win prizes ranging from new releases to Limited Edition minis.



Stop by the booth to try *Through the Breach*. If you think the *MALIFAUX* minis game is fun, then this new RPG set in the world of *Malifaux* will curl your Victorian-gothic-wild west-undead toes.

Want something for the whole family ... try the card game that lets you play nanny to the bad kids of history, *Evil Baby Orphanage*. Or *Puppet Wars*, the board game that has you throw down with an army of puppets. (Yeah – I said Puppets!) *There's even a new game or two to try*. You can pick up a demo at the booth or schedule a demo of any game with up to seven of your friends – that's right, one ticket for eight people to learn a new game.

True DUNGEON®

Escape Into Our FREE VISITOR AREA

Now located inside Exhibit Hall B, True Dungeon offers a free Visitor Area (or “storyscape”) that will immerse you in this year’s adventure locale – a small village at the edge of a dark forest. Stop by to see why over 8,000 gamers will enjoy True Dungeon this year.



Take Home Some TRUE DUNGEON Memories



Be sure to stop by the True Dungeon Store inside the free storyscape. You can purchase our cool collectable Treasure Tokens or other TD merchandise.

Take some Treasure Tokens home for your campaign!

Want to Volunteer for True Dungeon?
Look for a sign-up booth in the storyscape!

NOW LOCATED
INSIDE
EXHIBIT HALL B

2013 EVENT SPONSOR:



www.dwarvenforge.com

True DUNGEON™

Real Dungeon. Real Props. Real Cool.™

NEW ADVENTURES!

True Dungeon will boast two new consecutive adventures for 2013, the start of a brand new three-year story arc. Check it out!

Part One: "Lycan's Afoot!" This completely new two-hour "outdoor" adventure has the party fleeing through a dark forest to find the home of a mad gnome tinkerer.

Part Two: "Golembane" This completely new two-hour "gnomepunk"-themed adventure continues the story immediately after "Lycan's Afoot!" It challenges players to force the mad tinkerer to reveal what he knows about the location of the missing dwarves of Icecrag Keep.

NOTE: For both adventures, two slightly different versions will be offered: one more puzzle-oriented, while the other more combat-focused. This means that there are a total of FOUR different adventures available!

“True Grind: Survive the Night!” This one-hour combat gauntlet challenges the party to survive the night inside a small cottage being attacked by denizens of the night.

Don't miss this chance to play Gen Con's premier event!



The image features the TD logo in red, enclosed in a white square. Below the logo, the words 'AT A GLANCE' are written in a large, bold, white sans-serif font.

LOCATION
ICC : Hall B

DAYS & TIMES

Thursday - Saturday
9:00 am - midnight

Sunday

9:00 am – 1:00 pm



True Dungeon offers an immersive experience where players find themselves at the edge of a dark forest inside a small village dominated by two large inns. Upon entering an inn, players will be greeted by a friendly NPC hostess who will direct them to their team's PRIVATE and well-lit Coaching Room.

After their adventure, players have the option to explore more of the village. Earned Treasure Coins can be used to draw random treasure, try a chance at a carnival-type game, or bribe an NPC for information or a mini-quest.



JAMES CAMERON'S

AVATARTM

THE EXHIBITION

ORGANIZED BY EMP MUSEUM, SEATTLE WA

JUNE 22-SEPT. 22

Presented by



Central Indiana
Honda Dealers

Supported by



CHILDREN'S
MUSEUM
INDIANAPOLIS[®]

**\$6 Off
Adult Admission**

with paid youth. Limit two per coupon.
Hurry! Good for 8/14/13-8/19/13 only.

Present original coupon at the museum Box Office.
Not valid with other offers.

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JAMES CAMERON'S

AVATAR™

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Not valid with other offers.

CHILDREN'S
MUSEUM
INDIANAPOLIS®

eGAME

FEATURED TOURNAMENTS

Check the Event Charts for more events and tournaments, and visit the HQ on site for the full schedule.



Quake 3 a rena

**Thursday 11 pm, \$10,
EGM1349281**

Quake 3 Arena is one of the heirs of *Doom*, the first-person shooter that defined the genre. This version is based on the PC sequel that evolved from the single-player adventures of its predecessors into a network-based gaming experience. This version features 26 levels of maps and 24 warriors to slaughter with shotguns, lightning and plasma guns, and rocket launchers.



Mario kart DS

**Saturday 10 am, \$4,
EGM1349301**

The king of kart racing makes it triumphant Gen Con Indy tournament debut! Players will not even need to bring their Nintendo DS as Nexus Gaming Alliance will be bringing a set of Nintendo DS units for play inside the E-Gaming Arena!



Mega Man Mega

**aWeSoMe Challenge
Thursday 3 pm, \$4,
EGM1349274**

Ever get told that Mega Man Games were challenging? Well time to kick it up a notch and show your skills. In this one of a kind NGA tournament that is bound to test the best of gamers.



retro gaMING gauntlet

**Friday 10 pm, \$8, EGM1349298
Saturday 10 pm, \$8,
EGM1349317**

Are you a serious Classic Gamer? This is the tournament for you. Join us as we stumble through multiple games and challenges for gaming superiority. This is a cumulative point score tournament, in which your ranking in each game matters.



SMash Brother S

**iMpoSSiBle
Friday 2 pm, \$10, EGM1349290**

What happens when a player is taken out of their element? Match stipulations selected by dice rolls, weight heavy on the challenge of a match in this major test of skill. It will take more than being good with one character, you will need to be the Best to triumph over the competition.



Star Craft : Broo Dwar

**Saturday 5 pm, \$10,
EGM1349310**

The expansion pack for the award winning military science fiction, real-time strategy video game *StarCraft*. Released in 1998 for Windows and Mac OS, it was co-developed by Saffire and Blizzard Entertainment. The expansion pack introduced new campaigns, map tilesets, music, extra units for each race, and upgrade advancements. Show your skills in quite possibly the best RTS ever made.

ARENA

This year's video game room is legendary. Nexus Gaming Alliance Inc. will host 50 tournaments on more than 50 station with more than 15 different consoles! Gamers of all ages can rejoice, as there will be something for everyone. Playstation 3 to Xbox 360, Nintendo Wii U to Nintendo 64, Dreamcast to Saturn - even Ouya and iPad gaming!

NEXUS GAMING ALLIANCE INC.

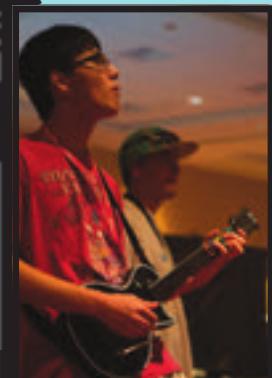
The Nexus Gaming Alliance was formed in 2010 and became a non-profit organization in November 2012. NGA staff are a combination of various talents brought together to form the ultimate experience in gaming and bring it to all sorts of events around the country. It doesn't matter if it's a birthday party or if it's one of the largest conventions in the country; the NGA is proud to take on any challenge a customer brings to us and provide their attendees with the best experience they've had.

The NGA's collection is a testament to their adamant love for collecting current and next-generation systems as much as their classic companions, bringing every nostalgic experience to the table as humanly possible with the range and variety in their systems. They also made sure to purchase arcade machines to help bring the experience of an arcade to all of those who missed out on some of the more glorious days of gaming. What sets them apart is the way the NGA also can host a tournament on almost any video game in their collection, making them as versatile as their collection.

The Alliance's professional event managers have over ten years of experience in the field and are able to cater to a large variety of other specializations for a convention's needs. With the board of directors consisting of someone who has run a convention, someone who has been acclaimed as a professional gamer and someone who specializes in entertainment engineering, combined they have managed to experience every situation imaginable— even some you wouldn't imagine in your wildest dreams. When they arrive at a convention, there isn't a situation or an area of expertise they aren't able to handle in the case of an emergency. The Nexus Gaming Alliance prides itself in being as helpful to a convention as they are proficient in running a game room.

When you have the Alliance on your side, the party gets kicked up a notch.

Keep up with Nexus Gaming Alliance on their website: www.NGAGamers.com





AT A GLANCE

CONSOLE & TOURNAMENT ROOM
Rooms 143-145
9 am – 2 am
Thursday through Saturday
9 am – 4 pm Sunday
50+ consoles available for free play. Price varies for tournaments & schedules events, see full schedule.

ARCADE & PC ROOM
Rooms 140-142
9 am – 1 am
Thursday through Saturday
\$6 per hour
\$14 for morning/afternoon
(9 am - 6 pm)
\$20 for evening (6 pm – 1 am)
9 am – 4 pm Sunday
\$4 per hour



eGAME ARENA

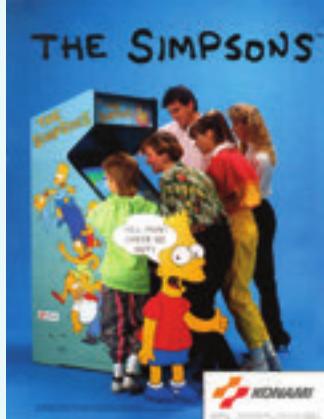
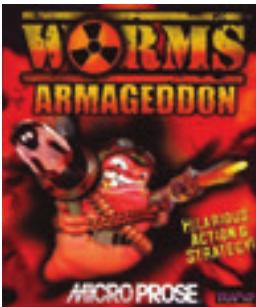
ARCADE AND PC GAMING ARENA

You asked and we heard you loud and clear! This year's Gen Con Indy will feature not only the best in rhythm gaming, but also classic arcade cabinets. And that's not all! Nexus Gaming Alliance Inc. will be bringing some of the best in classic computer gaming, Xbox 360 Kinect dance games, and even gaming handhelds!

You can buy a pass for unlimited play each morning/afternoon or evening (like the game library) or you can pay per hour. Tournaments and other scheduled events are registered for separately.

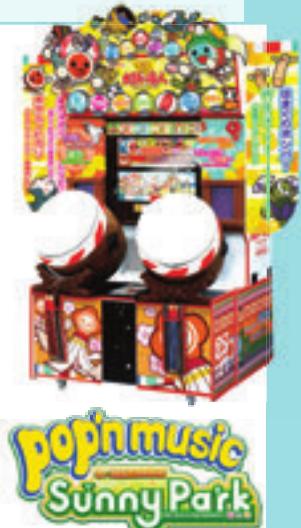
PC GAMING IS BACK!

This year Nexus Gaming Alliance is bringing computer gaming back to Gen Con Indy! Computers will be set up inside the arcade room and will showcase all your favorite classic LAN games: *Starcraft: Brood War*, *Warcraft 3*, *Marathon Infinity*, *Quake 3 Arena*, *Worms: Armageddon* and more!



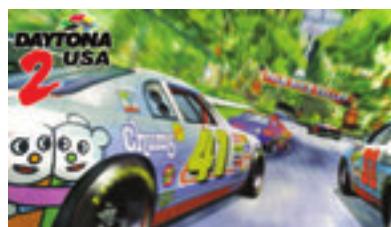
BEMANI INVASION RETURNS!

Bemani Invasion (www.bemaniinvasion.com) is a collaboration of music game enthusiasts looking to give back to the community and share rare music games with people who will normally never get a chance to play them. We all started off as private collectors, building a collection of the games that were closest to us. As time went on, we saw a demand for our games at a variety of conventions, and noticed the machines being currently supplied were not always in the best of condition. Wanting to give back to the community in hopes to strengthen it, we decided to brand ourselves and help spread our investment into this genre to rest of the public. Bemani Invasion will be bringing: *Beatmania IIDX 20*, *Tricoro*, *Pop'n Music Sunny Park*, *DJMAX Technika 3*, *Dance Dance Revolution X3*, *Dance Dance Revolution Extreme*, *Pump it up Infinity*, *GuitarFreaks V8*, *Dance Maniax 2nd Mix Append*, *J-Paradise*, *Drummania V8*, and *Taiko no Tatsujin 13*!



ADDING A TOUCH OF CLASSIC

Nexus Gaming Alliance Inc. will assist the Bemani Invasion in the hunt for Arcade Gaming greatness at Gen Con Indy. Expect nothing but the newest and best in Rhythm gaming as well as some of the best in Classic arcade machines. Some of the arcade machines you can expect to see are: *Neo Geo 4 Slot*, *Daytona USA 2: Battle on the Edge*, *Shinobi*, *Gun Blade NY: Special Assualt Force*, *Simpsons*, *Captain America and the Avengers*, *Alpine Racer 2*, and a multicade with all the best retro games.





GET READY FOR SOME FIERCE COMPETITION!

Play in tournaments throughout the weekend for a chance to win awesome prizes—including uncut sheets of foil cards and autographed promo cards! If you're new to Kaijudo™, swing by the Casual Play Booth for a quick demo, then stick around and just have fun playing with friends and other fans.

kaijudo.com

HALL G TOURNAMENT SCHEDULE

Day	Time	Format
Thursday	3:00 PM	Sealed Deck
Friday	10:00 AM	Constructed
	NOON	Sealed Deck
Saturday	2:00 PM	Constructed
	10:00 AM	Sealed Deck
	NOON	Constructed
Sunday	2:00 PM	Sealed Deck
	9:00 AM	Constructed

CASUAL PLAY BOOTH HOURS
Open Every Day 10:00 AM – 4:00 PM



Get your **FREE** sample deck and get started.

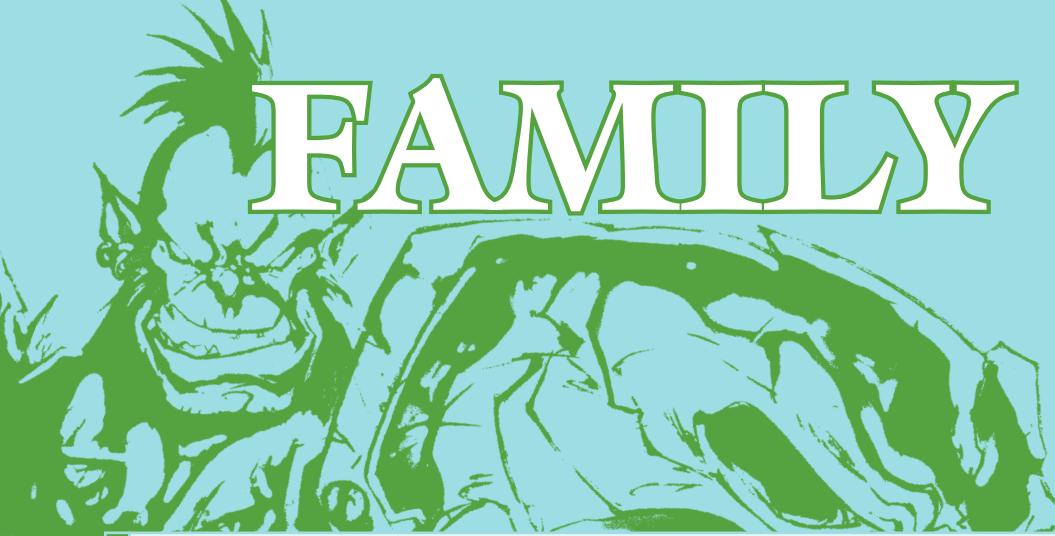


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FAMILY FUN



FAMILY FUN PAVILION

*For seven years, this area has been dedicated to family gaming for all ages.
It includes exhibits, demonstrations, activities and much more!*

PARTICIPATING EXHIBITORS

- Blue Orange Games
- Compound Fun, LLC
- E&M Labs, Inc.
- Eat to Win
- Evanced Games
- Jesse James Games
- Maranda Enterprises
- Mayday Games
- Mindtwister USA
- Moosetache Games
- North Star Games
- Out of the Box Publishing
- Pajaggle, Inc.
- Set Enterprises, Inc.
- Smart Toys and Games Inc.
- Talicor / Aristoplay
- USAopoly
- Wiggity Bang Games LLC

ACTIVITIES

Face painting – become your favorite gaming character! Fun and family friendly designs can be created for all ages. This custom Face and Body Art will be available from Hugabug Family Entertainment. You will find face painting stations throughout the convention center on different days and times. www.gohugabug.com



Demonstrations – your favorite or new favorite family and kids games will be demonstrated by several of the participating exhibitors during the entire four days.

EVENTS

There will be several exciting events being held inside the Family Fun Pavilion during the convention. Please check event charts for exact location and details. Some of the events include:

THURSDAY

- Peter Pan Dress Parade (11 am)
- Little Wizards (12 pm & 3 pm)
- The Seven Sleeping Cinderbeauty Whites (3 pm)

FRIDAY

- Little Wizards (10 am)
- The Seven Sleeping Cinderbeauty Whites (10 am)
- Grow with me RPG (10 am)
- Little Wild West Parade (11 am)
- Little Wizards (12 pm & 3 pm)

SATURDAY

- Grow with me RPG (10 am)
- Little Pirates Dress Parade (11 am)
- Little Wizards (12 pm & 3 pm)
- Puppet Fun (4 pm)
- Create A Game (5 pm)

SUNDAY

- Princess Islansardi's Tea Party (10 am)
- Wee Heroes Parade (10 am)
- Princess Islansardi's Tea Party (1 pm)
- Grow with me RPG (2 pm)

NON-TICKETED EVENTS IN OPEN SPACE:

- Robot Fun (Thursday at 10 am, 11 am, 1 pm & 2 pm Friday at 10 am, 11 am & 12 pm Saturday at 10 am & 11 am)
- Kids Costume Parades by Pete Panzeri & Co (Thursday, Friday & Saturday at 10 am)
- The Children's Museum Bumblebee Transformer Live Transformation (Friday at 4 pm)
- The Amazing Dudley Magic Show (Saturday at 12 pm)

*There are also some family friendly events outside the exhibit hall being run throughout the weekend.
Check out events run by: Mindtwister USA, Moosetache Games, Out of the Box Publishing & Paizo Publishing.*



For many years, Gen Con has made families a top priority. The Gen Con team is very proud of our Family Fun programming, and it has a great deal to offer kids of all ages and their families. Make sure to check out all of the offerings that will be going on throughout the weekend.

TRAINING GROUNDS

Training Grounds is the place to introduce kids to the gaming world and all its possibilities. It is designed for kids and those young at heart to come, play and explore! Training Grounds is most appropriate for kids ages 4-12 years old. We have lots of craft events and will have our usual game play lead by our volunteers. Stop by to see what's playing and join in the fun! Be sure to check out the huge inventory of board games and card games titles from lots of your favorite game companies.



AT A GLANCE

LOCATION

ICC : Exhibit Hall, Family Fun Pavilion

DAY & TIME

Thursday – Saturday
10 am – 6 pm

Sunday
10 am – 4 pm

SPONSORED BY



MAYFAIR GAMES

CHILD CARE

Gen Con has contracted Sitters to the Rescue to provide care for children of all ages for the entire weekend. This service is located in the Convention Center Room 212. Registrations for the service started through the registration system but there may still be space available so stop by if you are interested!



**Sitters
TO THE RESCUE**

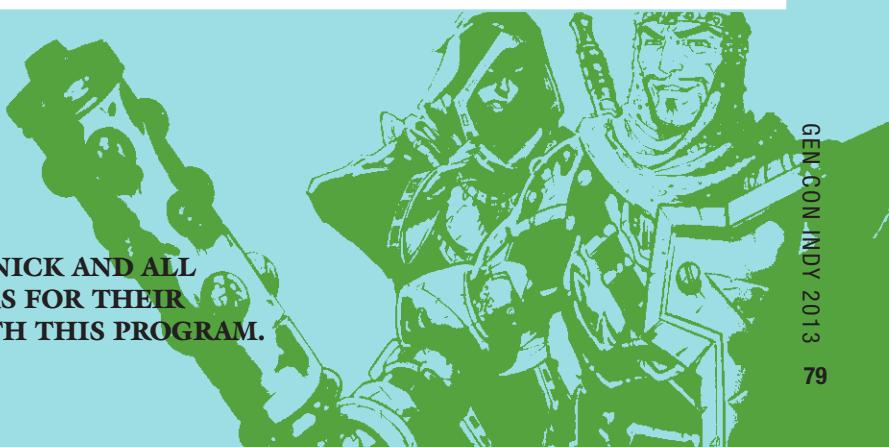
SCOUT PROGRAMMING

This is the eighth year Gen Con has worked to provide programming for the Indianapolis Scout Councils. What started as a way to earn loops, merits, and badges has now turned into a full-scale family program with those elements still included. Working with scouts to fit their needs has allowed Gen Con to work with the Indianapolis youth community in many ways.

Some of this year's programming includes a fantasy writing workshop, the world of gaming for girls, Boy Scout collecting badge and merit workshops as well as a gamer VIP tour and much more. Registration for these events are made through the Indianapolis Scout Council offices. Each office has the specifics of their programming for each age group.

Boy Scouts Ryan Keys 317-925-1900 x214 and Girl Scouts Jaime Hubbard Office: 317.924.6859. Any registered U. S. scout is able to attend the workshops.

A SPECIAL THANKS TO BOB, WENDY, NICK AND ALL THE TRAINING GROUND VOLUNTEERS FOR THEIR CONTINUED HELP AND SUPPORT WITH THIS PROGRAM.



FAMILY FUN DAY

ACTIVITIES

Sunday August 18 is Family Fun Day, dedicated to family fun all day long! Here are some of the awesome activities that you can participate in.

OPEN CRAFTING

Room 209 – do you love to craft? Take your family to the open crafting area and get creative. This area is completely free!



RADIO DISNEY

Come join in the fun with music and activities provided by Radio Disney on Sunday morning!



FOAM WEAPON CONSTRUCTION & COMBAT

Here is your chance to let your children try building foam weapons and then safely combat with our gladiators. These events are ticketed so please visit the event registration desks to purchase your tickets. You can also use generic tickets to participate by showing up at the start of an event and if it is not full, you can join in.



USBORNE BOOKS & MORE

Join Melisa Barber (Team Leader & Educational Consultant) for an afternoon of fun educational activities for kids of all ages. There will be science experiments, doodling, drawing, crafting, math & reading stations and much more! These events will be located in the open space of the Family Fun Pavilion across from booth 152. Event tickets are not required for entry.



**USBORNE
BOOKS & MORE**

SAVE THE DATE

Saturday, October 5 and Sunday October 6, 2013

SPECIAL GENCON PATRON RATE

\$ 8 Adults

(that's 33% off adult tickets)

\$ 4 Children

(Age 5-12)

**Use the following code
to get the special rate**

(limited to 1st 2,000 tickets)

FRFGENCONSPECIAL13

at Saxony -
136th & Olio Rd
Fishers, IN



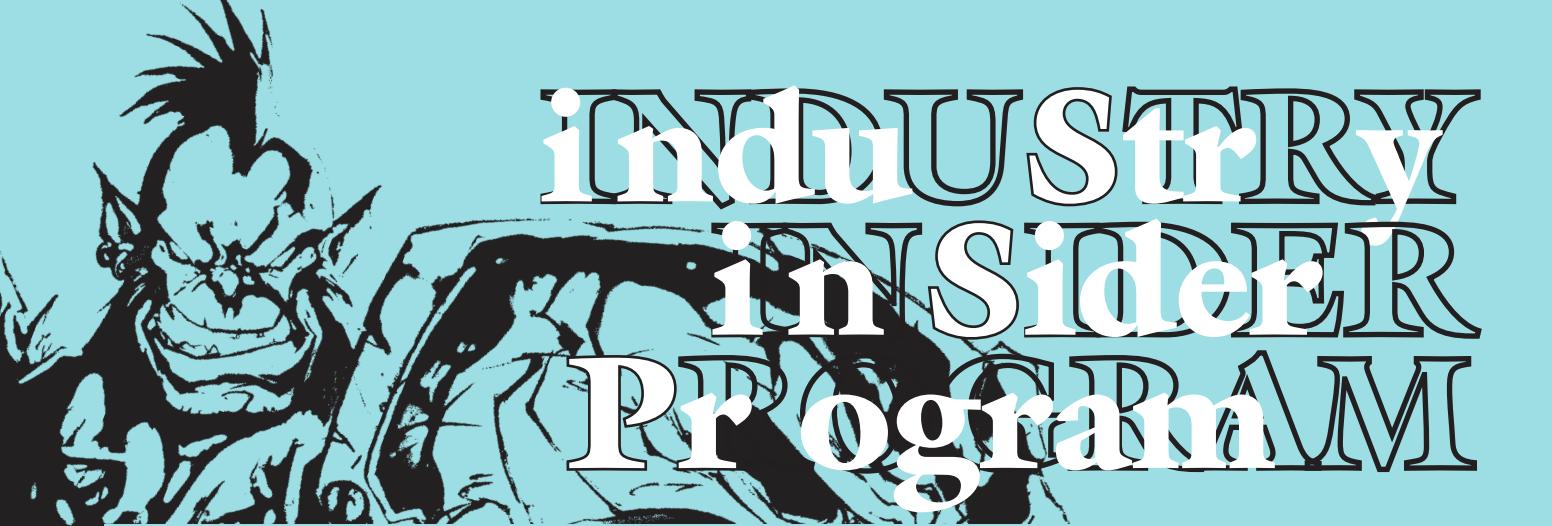
- *MooNie the Magnificent*
- *Drunk & Sailor*
- *Knights of Valour Jousting*
- *Hey Nonny Nonny Players*
- *and MUCH MORE...*

- FREE Parking
- Food, Beer & Mead
- 60+ Vendors
- Armed Combat
- 30+ Shows
- Live Entertainment



Faire time: 10AM to 6PM Daily

www.FishersRenFaire.com



INDUSTRY inSider PROGRAM

Seminar / Panel Schedule

THURSDAY

11 am	Art on a Budget (SEM1350857), Rm 210
11 am	Designing Analog Games With Digital Futures (SEM1350865), Rm 211
12 pm	Community Management in a World of Flames (SEM1350862), Rm 210
12 pm	Launching a \$100 PDF Publishing Empire (SEM1350880), Rm 211
1 pm	Self-Publish or License? (SEM1350899), Rm 210
1 pm	Intelligent Design: Evolution of Rules (SEM1350876), Rm 211
2 pm	Gaming with Kids: The Next Generation (SEM1350870), Rm 211
3 pm	Working as a Professional Gaming Artist (SEM1350907), Rm 210
4 pm	Putting More History In Your Story (SEM1350891), Rm 211
5 pm	Hey, We Should Do A Web Series! (SEM1350871), Rm 210
6 pm	Kickstarting Your Project - How to Run A Successful Program (SEM1350879), Rm 210
6 pm	RPG Design and Development (SEM1350894), Rm 211

FRIDAY

10 am	Writing and Editing in the Game Industry (SEM1350908), Rm 210
10 am	Playing with Other People's Toys: Licensed Games (SEM1350890), Rm 211
11 am	Designing Card Games From The Top-Down And Bottom-Up (SEM1350866), Rm 210
11 am	How to Start a Game Company (SEM1350873), Rm 211
12 pm	More Drama, More Comedy: Theatre Lessons for RPGs (SEM1350889), Rm 211
1 pm	Game Development (SEM1350869), Rm 210
1 pm	The Representation of Gender in Gaming Art (SEM1350900), Rm 211
2 pm	Cooperative Games (SEM1350863), Rm 210
2 pm	Independent Game Publishing (SEM1350874), Rm 211
3 pm	Adapting Media Licenses for Gaming (SEM1350855), Rm 210
3pm	Little Big Planet: Navigating The Social Media Maze (SEM1350888), Rm 211
4 pm	Industry Transformers: Rise of the Kickstarter! (SEM1350875), Rm 211

SATURDAY

10 am	Cooperative Worldbuilding (SEM1350864), Rm 210
11 am	Why Your Game Costs So Much To Make (SEM1350906), Rm 210
11 am	Secrets of the Small Press (SEM1350898), Rm 211
12 pm	Job Opportunities in the Gaming Industry (SEM1350877), Rm 210
12 pm	Kickstarters: Preparation and Communication (SEM1350878), Rm 211
1 pm	Unleash Your Killer DM in 60 Minutes (SEM1350905), Rm 210
1 pm	Balancing Randomness and Skill in Game Design (SEM1350858), Rm 211
2 pm	Art for IP (SEM1350856), Rm 211
3 pm	Time Management for Creatives (SEM1350903), Rm 211
4 pm	How to Maximize Effective Playtesting (SEM1350872), Rm 210
5 pm	Break It To Make It Stronger: The Value of Editing (SEM1350861), Rm 211
6 pm	From the Screen to the Tabletop (SEM1350868), Rm 210

SUNDAY

10 am	Fear of the Unknown - Suspense in RPGs (SEM1350867), Rm 210
10 am	RPG Books Aren't Textbooks (SEM1350893), Rm 211
11 am	Running a Successful RPG Kickstarter (SEM1350895), Rm 210
11 am	The United States of LARP (SEM1350902), Rm 211
12 pm	Beginner Boxes, Quick Plays, and Rules-Lite RPGs (SEM1350859), Rm 210
12 pm	Board Games: The Last Twenty Years (SEM1350860), Rm 211

**Days, time and panelists are subject to change.*

Check the Event Charts in the back of this book for all the information about these exciting events.

Looking to gain +2 for wisdom? Our Industry Insider seminar presentations are a great place to start. Whether you are just beginning your career, have a well-known company in the gaming world or are just plain curious, our knowledgeable experts will share their experience with you. Level up your work life!

INDUSTRY INSIDER GUESTS OF HONOR

Gen Con is pleased to announce our 2013 Industry Insider Guests of Honor. Our guests are as diverse as the industry itself and are hosting lots of seminars and panels all about the game industry.

MEET OUR 2013 INDUSTRY INSIDER GUESTS OF HONOR!

ANGUS ABRANSON

Angus Abranson was a Founder and Director of Cubicle 7 where he looked after license acquisition, third party publishing, and community/social media amongst other things. After leaving C7 he started Chronicle City who also operate a print partnership programme and now work with over 30 companies. Chronicle City is also developing card/board games as well as RPGs -both old, new and licensed.

Previously, Angus worked in hobby retail for more than 20 years, helped launch Valkyrie magazine in 1994 & has worked on other RPG magazines. He ran Dragonmeet from 1999-2011, operates the Gameforce Network and is one of the owners of Nightfall Games (creators of SLA Industries).



KEITH BAKER

Keith Baker is best known for creating the Eberron Campaign Setting for Dungeons & Dragons and the storytelling card game Gloom. He's produced a host of games, novels, and RPG supplements, including the novel The Queen of Stone and the card game Cthulhu Fluxx.



Currently he's hard at work on a new fantasy setting and a number of other games. Keith can be found online at Keith-Baker.com, or on Twitter as @HellcowKeith.

JESSICA BANKS

Jessica Banks lives in Saint Paul, Minnesota with her husband and two young sons, a whole family of lifelong gamers. While her vocation is teaching medieval history and world religions, she currently works for Atlas Games, a local game publisher. She spends too much time on Twitter as @profbanks, and writes on motherhood, politics, activism, history, and geek subjects of every imaginable stripe at profbanks.com.



WOLFGANG BAUR

Wolfgang Baur is the founder of Kobold Press, its publisher, and general go-to kobold. He enjoys the Gothic style in architecture, the Venetian style of rampant mercantilism, and the Dutch style in gardens and hydroengineering. For adventures, he's an omnivore.

Wolfgang is the author of the Midgard Campaign Setting, the Dark*Matter setting, the Kobold Guides to Game Design, and a smattering of other RPG titles dating from the days when TSR walked the earth. Wolfgang lives in an impenetrable set of warrens near Kirkland, Washington.



INDUSTRY INSIDER PROGRAM

JENNIFER CLARKE WILKES

Jennifer Clarke Wilkes has worked in the game industry since 1994, when she began freelance editing for White Wolf's Vampire: The Masquerade. In 1995, she joined Wizards of the Coast as editor for the Ars Magica game, moving to Magic: The Gathering the following year. From 1999 through 2012, she worked as senior editor on the Dungeons & Dragons game, as well as a variety of board, card, and miniatures games. She has also done technical writing, world building, and flavor text writing for a number of games. Since January 2013, she is a full-time member of the Magic Creative team. As always, she takes good care of her inner goblin.



RYAN DANCEY

Founded RPG International. Co-created Legend of the Five Rings. Founded Five Rings Publishing Group. VP of Tabletop RPGs and former Dungeons & Dragons brand manager at Wizards of the Coast. Founder of Organized Play. Founder of The Core Market. Former Chief Marketing Officer of CCP Games. Founder and CEO of Goblinworks. Raised \$1.4 million on Kickstarter.



MATT JAMES

One of the most eccentric game designers in the industry, Matt James is a freelancer for companies such as Wizards of the Coast, Paizo, and Open Design. His propensity for humor and energy often take strangers by surprise as he offers new and exciting content for readers and fans.

Matt James is also a disabled combat veteran, having earned the Bronze Star Medal and Purple Heart during his service in Iraq back in 2005. He currently lives in the Washington, DC area with his wife and two Chihuahuas, Peanut and Sammy.



MITCH GITELMAN

Mitch Gitelman has led teams developing video games since 1995. He's produced and designed many games in the BattleTech Universe and developed the Crimson Skies IP. After FASA's sale to Microsoft, he produced the launch title for Xbox LIVE, and executive produced other titles until eventually becoming head of FASA Studio in 2006. He later took over Xbox LIVE Arcade in 2008. Gitelman left Microsoft in 2011 and co-founded Harebrained Schemes with Jordan Weisman. Their first title, Crimson: Steam Pirates, was one of Apple's Benchmark Games of 2011. Their next title, Strikefleet Omega, was one of Google Play's Best Games of 2012. Also in 2012, they made headlines with one of the first seven-figure Kickstarter campaigns to fund Shadowrun Returns.



JON HODGSON

Jon Hodgson is the art director at Cubicle 7 Entertainment Limited responsible for art direction on The One Ring RPG, (Won ENnie for best art, and best production values 2012) The

Doctor Who Card Game (Currently on Origins Awards Long List), and all Cubicle 7's other core lines including The Laundry, Victoriana, Cthulhu Britannica (Shadows over Scotland won the Origins Award and ENnie for Best Setting 2012).

He's also been a full time freelance artist for close to 15 years having worked on a variety of games from the smallest indie titles to the largest - Dungeons and Dragons, Pathfinder, Warcraft Trading Card Game, Warhammer Fantasy Roleplay 1st and 2nd editions, Warhammer Historical, Legend of the Five Rings, All Flesh Must be Eaten, Dragon Warriors, Dust Devils, Spione, to name but a few.

You can check out his work at www.jonhodgson.com.



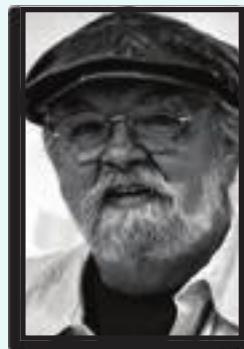
SETH JOHNSON

Seth Johnson is best known for ten years as a designer for WizKids Games, working on games including HeroClix, Mage Knight, and Pirates of the Spanish Main. He's also designed, written, and co-authored supplements for role playing games and settings including Mutants and Masterminds, Dragonlance, Sovereign Stone, and the World of Warcraft. His board game designs include Double Double Dominoes and Operation: Eradication, a large-scale board game for the Centers for Disease Control. He has also written a young adult novel and helped develop the stories and worlds for a wide variety of console and mobile games.

You can keep up with Seth's work at www.inkslinger.org and catch up with him on Facebook at www.facebook.com/seth.johnson.inkslinger.

TIMOTHY KASK

1st Employee at TSR 1975. Started Dragon magazine. Published Adventure Gaming Magazine. Partner in Eldritch Enterprises. Contributing Editor Gygax Magazine. Game writer. Game player since 1962.



TOM LOMMEL

Tom Lommel believes in the power of gaming to bring people together. He met his closest friends over a game of D&D. He's made the annual pilgrimage to Gen Con since its Milwaukee debut in 1985. As a moderator on Monte Cook's forums, he helped foster a community of more than 10,000 gamers.



Since 2003, his voice has rallied hundreds to NASCRAG, Gen Con's oldest independent RPG tournament. Most recently, Tom created "The Dungeon Bastard" to "educate" geeks who are "doing it wrong." With over a million views, the web series celebrates gamers in a way that is both inclusive and a bit self-deprecating. For Tom, the qualities that make the gamer community great are the same ones that make a game memorable: humor, imagination, and camaraderie.

LUKE PETERSCHMIDT

19 years as an industry professional. Worked on tons of collectable card games, other collectable games, and non-collectable games (all analog). Spent time on the business side as well with stints as a brand manager. Entrepreneur (successfully started a with outside funds, sold it to Games Workshop getting our investors a 500% ROI in 9 months!). Consults with game companies both small and massive (Mattel), on all things Geek. Recognized gamification expert with panels given at several media-focused conferences. Early adopter of Kickstarter where I and some friends have ran 3 successful campaigns while we maintained our day jobs. Terrible at Ping Pong.

Luke can be found on Twitter @Lpeterschmidt, @Thegeekdynastyand @funto11.



DEVIN LOW

Devin Low is an award-winning game designer best known as the designer of the hit Legendary: a Marvel Deck Building Game and the former Head Developer of Magic: The Gathering. Devin has worked on the design or development teams for fifteen major Magic: expansions, including Lead Final Design of Shards of Alara, Lorwyn, and Planar Chaos.

Devin won Origins Awards in 2006 for co-designing Axis & Allies Miniatures and in 2009 for Lead Final Design of Magic: The Gathering - Shards of Alara. Devin is honored to be nominated again this year for Legendary: a Marvel Deck Building Game.

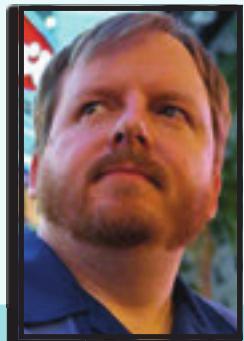
Devin is also the designer of the Marvel Super Hero Squad Trading Card Game and co-designer of the G.I. Joe TCG.



INDUSTRY INSIDER PROGRAM

PAUL PETERSON

Paul has been a professional game designer since 1995 when he began working on Magic: the Gathering for Wizards of the Coast. While there Paul worked on almost every CCG they put out, including V:TES, Netrunner, Pokemon, Harry Potter, and many more. Paul later founded Hidden City Games with Peter Adkison and Jesper Myrfors, and currently works as a game designer at Zynga. His board game credits include Guillotine, Unexploded Cow, and Smash Up, with more on the way!



JEFF QUICK

Jeff Quick is the most experienced guy you've never heard of in the gaming industry.

He started at TSR as editor of Polyhedron Newszine for the RPGA. Jeff worked on several RPGs, including editing on 3rd ed. D&D and the highest-selling RPG ever: Pokemon Jr. Later, he served as Senior Editor of Star Wars Gamer and Editor-in-Chief

of Star Wars Insider.

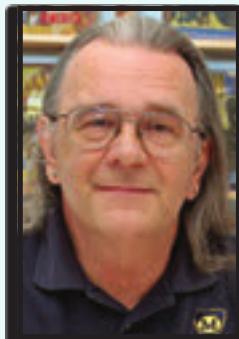
Jeff did initial design and development on HeroClix for WizKids Games in 2002, and freelanced for publishers including Sword & Sorcery and Paizo. Most recently, he worked on hit board games for AEG including Smash Up, Thunderstone, and Guildhall. Right now he's working on some things he can't talk about yet.

LARRY ROZNAI

Born and raised in the city of Chicago in 1955. Served in the US Navy from 1973 - 1979. Worked in the HVAC control industry for 20 years. Discovered the world of adventure gaming in 1989 via Mayfair Games. Became a game demo person for Mayfair in 1990 and ultimately was offered the job of President in summer of 1999. With the help of my partners and a great group of game authors we have brought Mayfair to the forefront of independent game companies.

Design credits include Australia Rails (Origins award winner Best Board Game) Nippon Rails. Both part of the Empire Builder system.

www.MayfairGames.com



LEWIS PULSIPHER

Dr. Lew Pulsipher (Wikipedia: "Lewis Pulsipher"; "Britannia (board game)") has designed half a dozen commercially published boardgames. "Britannia" is described in an Armchair General review "as one of the great titles in the world of games,"

and is one highlighted in the book "Hobby Games: the 100 Best".

His book "Game Design" (McFarland) focuses on practical advice for beginning game designers, about how you actually create and complete game designs. His latest published game is the 2011 reissue with additions of "Dragon Rage," originally published in 1982. Three new versions of Britannia, including a 90-120 minute version and a diceless version, are forthcoming.

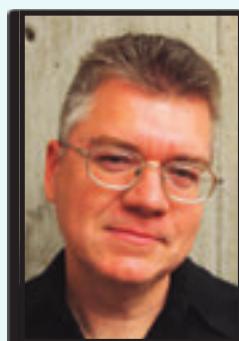
www.pulsiphergames.com

PHILIP REED

As Chief Operating Officer of Steve Jackson Games my responsibilities including day-to-day operations of the company as well as managing most of our staff. I set product deadlines, oversee manufacturing, and generally cry every hour as someone needs me to answer a question or twelve.

I've also designed games -- Frag, Dork Tower -- and often provide feedback and development on projects at Steve Jackson Games.

I spent three years publishing PDFs full-time under the Ronin Arts banner and helped launch and build the concept of short, inexpensive roleplaying game PDFs. My hobby involves the toy industry, www.battlegrip.com which often blurs with game publishing.



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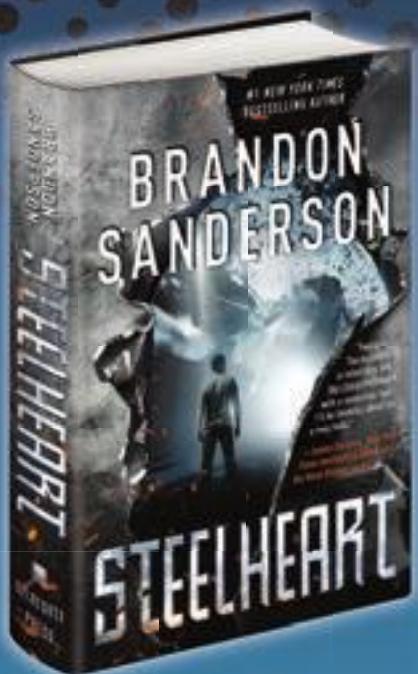
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2:00–4:00
LOCATION: ICC
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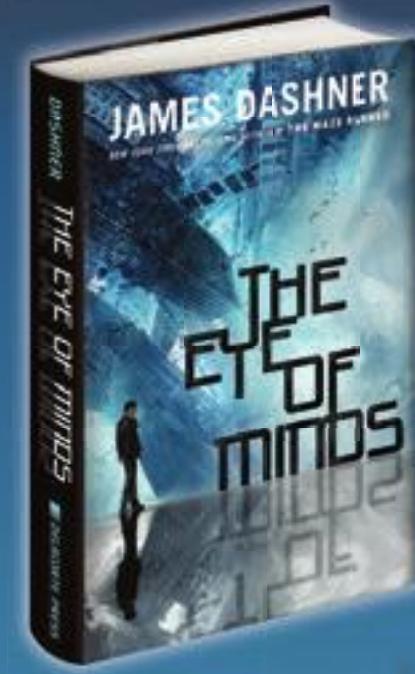
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INDUSTRY INSIDER PROGRAM

JARED SORENSEN

Jared A. Sorensen is a NYC-based writer and game designer best known for his RPGs and his *Parsely* series of party games. He's also worked in the computer game field for companies like PF.Magic, Mattel Interactive, LucasArts Entertainment, Atari, Tilted Mill Entertainment, Turbine, Inc., Hidden City Entertainment and Propaganda Studios.

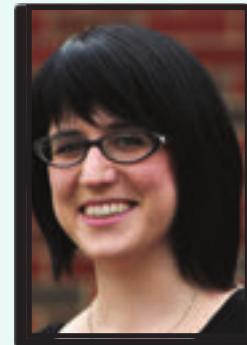
Find Jared on Twitter @jaredsorensen.



LIZZIE STARK

Lizzie Stark is the author of *Leaving Mundania*, a narrative nonfiction book about LARP. She's written for the Daily Beast, io9.com, Good Men Project, and elsewhere. She organized the all-women Nordic LARP "Mad About the Boy" in Connecticut last October, wrote a freeform scenario about hereditary breast cancer -- "The Curse", has run workshops and given lectures about LARPs across the US, and spread her enthusiasm for jeepform along the way.

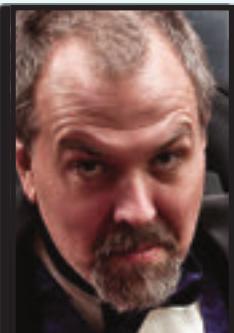
She blogs about gaming and game design at www.LizzieStark.com.



RICHARD THOMAS

Since 1986, when he began illustrating and art directing for White Wolf Magazine, Rich has been responsible for the look and feel of every White Wolf product ever created - RPG books, fiction, card games, and everything

in between. Assuming the role of Creative Director in 2006, Rich became responsible for White Wolf's writing and development as well. His administration included the launch of multiple Ennie-award winning product lines: *Scion* and *Changeling: The Lost*. Rich was one of the driving forces behind the *Vampire: The Masquerade* 20th Anniversary Edition, and has returned to the world of traditional RPGs from his stint as the Director of Game Design and Content on the World of Darkness MMO, as the force behind Onyx Path Publishing.



DARREN WATTS

Darren Watts is the former owner and president of both Hero Games, publisher of *Champions* and other RPGs, and Indie Press Revolution, a sales collective representing hundreds of independent publishers. He is currently the owner and president of Silverback Press, publishing RPGs by himself and other designers. He also has extensive experience as an RPG freelancer, and works as a consultant for the Double Exposure convention team, including the Gen Con "First Exposure" program as well as the Dreamation, Dexcon and Metatopia game conventions.



* Guests are subject to change.

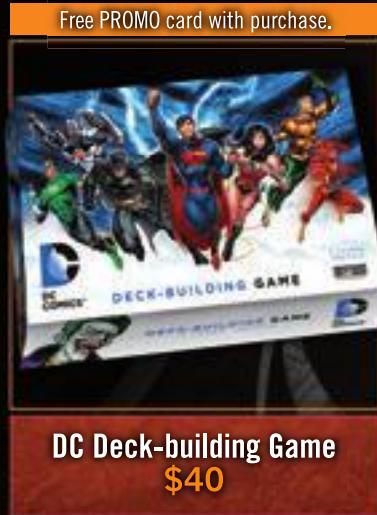
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INDUSTRY INSIDER PROGRAM



MATT FORBECK

Matt Forbeck has been a full-time creator of award-winning games and fiction since 1989, designing games and toys and writing stories of all sorts. He has designed board games, collectible card games, roleplaying games, and miniatures games and has written comic books, computer games, magazines, novels, nonfiction, screenplays, and short fiction. His work has been published in over 10 languages.

He has 28 novels published to date, including the award-nominated *Guild Wars*: *Ghosts of Ascalon* and the critically acclaimed *Amortals* and *Vegas Knights*. His latest work includes the *Magic: The Gathering* comic book and the *Dangerous Games* trilogy of thriller novels set at Gen Con.

His projects have been nominated for 28 Origins Awards and won 15. He has also won five ENnies and a Scribe Award. He is a proud member of the Alliterates writers' group, the International Association of Media Tie-In Writers, the International Thriller Writers, and the International Game Developers Association.

He lives in Beloit, Wisconsin, with his wife Ann and their children: Marty, Pat, Nick, Ken, and Helen. For more about him and his work, visit Forbeck.com.



KENNETH HITE

Multiple Origins, Golden Geek, and ENnie Award winner Kenneth Hite has designed, written, or co-authored over 80 roleplaying games and supplements, including the *Star Trek: The Next Generation* RPG, *Mage: the Sorcerers' Crusade*, GURPS Infinite Worlds, GURPS Horror, and *Call Of Cthulhu* d20. Line Developer for Chaosium's Nephilim and Last Unicorn Games' *Star Trek* RPG, he has written for White Wolf, Pinnacle, Atlas, and many others. His "Suppressed Transmission" column explored the Higher Weirdness for ten years; from 1997 to 2009, he wrote "Out of the Box," an RPG industry news and review column. He currently writes "Lost in Lovecraft" for *Weird Tales* and a column for Swedish gaming magazine Fenix. His most recent works include the *Trail Of Cthulhu* and *Night's Black Agents* RPGs from Pelgrane Press, the Bookhounds of London and *Day After Ragnarok* settings, *Tour de Lovecraft: the Tales*, *Cthulhu 101*, *The Nazi Occult*, and a series of Lovecraftian children's books. He has also written for computer games companies including 10Tacles, UbiSoft, and inXile.

Half of the podcasting team behind Ken and Robin Talk About Stuff, he blogs, if you can call it that, at www.princeofcairo.livejournal.com. Look for him on Facebook (facebook.com/kenneth.hite) and Twitter (@kennethhite).



STAN!

Stan! is a geek culture man of mystery. Some say he's the author of *The Littlest Shoggoth*, two novels, and more than a dozen short stories. Others say he's a game designer with more than 60 credits (*d20 Modern* and *Dragonlance Bestiary*). Yet others say that Stan! is a famed cartoonist (*Kobold Quarterly*, and *Dragon Magazine*).

Rumors abound that he's a founding member of Super Genius Games. Faceless voices whisper that his expertise is regularly sought by companies ranging from Wizards of the Coast to Harper Collins Children's Books and Viz Media. Conspiracy theorists claim Stan! is all these things and more.

You can find him online at www.Stannex.com and track his current whereabouts on Twitter @Stannex.



NICOLE LINDROOS

Nicole Lindroos entered the game industry in 1987. She has worked on staff on numerous game lines and for several companies including Lion Rampant, White Wolf, Atlas Games and Cheapass Games. She co-founded Adventures Unlimited magazine and has been an active freelancer for large and small companies alike. For the last thirteen years she has been co-owner and General Manager of Green Ronin Publishing and currently combines her loves of food and gaming in her column Adventure in Dinner for Open Gaming Monthly.



ERIC LANG

Eric has been designing and developing games professionally for fifteen years, with a specialty in fantasy/sci-fi board games and card games. In 2001, he began a freelance design and consulting career working with such companies as FFG, Wizards of the Coast, Mattel, Wizkids, Cool Mini or Not, Z-Man games, Alderac Entertainment and others. Among his design and development credits are the card games *Star Wars*, *Warhammer: Invasion*, *Game of Thrones*, *Call of Cthulhu* and *Duel Masters*. Among his board game design and development credits are *Quarriors!*, *Chaos in the Old World*, *World of Warcraft*, *Midgard*, *Battlestar Galactica*, and the Gen Con premier of "Kaosball: The Fantasy Sport of Total Domination".



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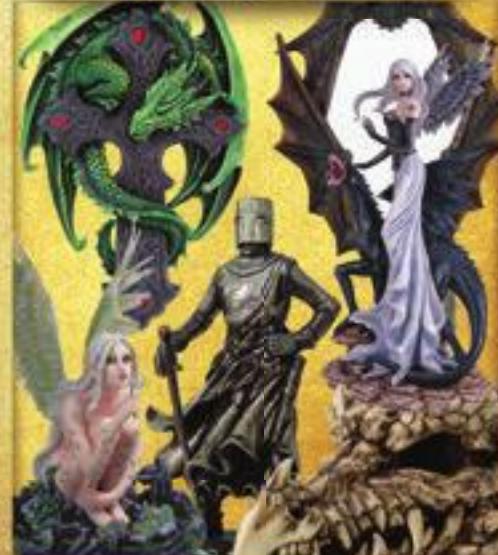
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HOME DECOR

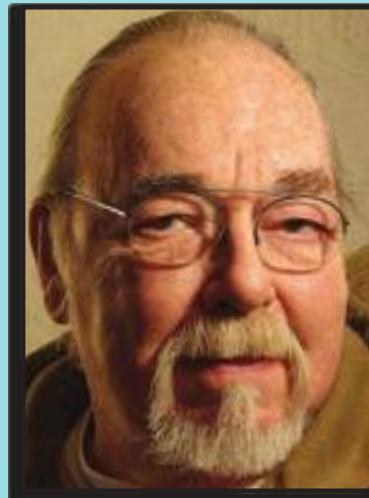


LIFETIME INDUSTRY GUESTS OF HONOR

IN MEMORIAM



DAVE ARNESON
(1947 – 2009)



GARY GYGAX
(1938 – 2008)

MARGARET WEIS

Born and raised in Independence, Missouri, Margaret Weis attended the University of Missouri, graduating in 1970 with a BA degree in Literature and Creative Writing. In 1983, she moved to Lake Geneva, Wisconsin, to take a job as book editor at TSR, Inc., producers of the DUNGEONS & DRAGONS® role-playing game.

At TSR, Weis became part of the DRAGONLANCE® design team. Created by Tracy Hickman, the *Dragonlance* world has continued to intrigue fans of both the novel and the game for generations.

Weis is the author/co-author of several other New York Times best-selling series, including *Darksword*, *Rose of the Prophet*, *Star of the Guardians*, *The Deathgate Cycle*, and *Sovereign Stone*.

Now the owner of Margaret Weis Productions, Ltd., she publishes the *Leverage Role Playing Game*, based on the hit television series, and the *Smallville RPG*, as well as other exciting game and book projects, including an RPG for the *Dragon Brigade* series.



Margaret Weis can be found in the Exhibit Hall at her company's booth #1619.

TRACY HICKMAN

It was in 1981, between jobs and wanting to buy shoes for his children, that Tracy Hickman approached TSR about purchasing two game modules he had written with his wife, Laura. Rather than buying his modules outright, he was offered the job that lead to his association with Margaret Weis and their first publication together: the *Dragonlance Chronicles*.

Since that time in 1985, they have jointly authored more than 40 books and numerous anthologies. Tracy's first two solo novels, *Requiem of Stars* and *The Immortals* were first published in the spring of 1996.

More recently, Tracy and his wife Laura have been able to fulfill a long-time dream; they once again are writing together. Their first joint novel, *Mystic Warrior*, was published in 2004, and they look forward to a long and exciting career together.

Tracy has attended every Gen Con convention since 1981. His 'Killer Breakfast' event has become a touchstone of each Gen Con weekend and draws capacity crowds at each performance.



Tracy Hickman will be hosting the following events at this year's show...

- **Hickman's Killer Breakfast 2013 (ENT1339978)**
- **Hickman's Killer Second Breakfast (ENT1339985)**
- **Hickman's New Sojourner Tales Game Writing (SEM1346595)**
- **Hickman's Pick-a-Path Musical (ENT1340005)**
- **Hickman's Steampunk Dragons of the Confederacy (SEM1346573)**

When not hosting his events, Tracy can be found at his booth in the Exhibit Hall, #1749.

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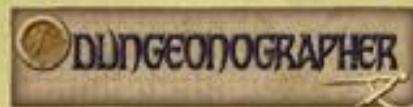
RETRO STYLE



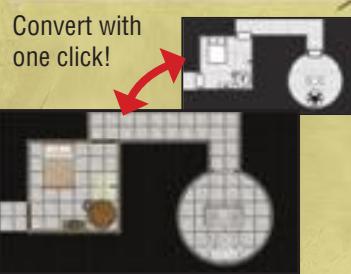
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MEDIA GUESTS



PETER DAVISON

Peter Davison is a British actor best known for his role as the Fifth Doctor in the BBC television series *Doctor Who Classic* during the 1980s. He reprised this role for the 2007 Children In Need charity special *Doctor Who: Time Crash* alongside his son-in-law David Tennant, the Tenth Doctor. Mr. Davison has also starred in numerous TV and theatrical productions including "All Creatures Great and Small", *Law and Order: UK*, *Magnum P. I.*, "The Tomorrow People" and "Spamalot" to name a few. In 2007, Mr. Davison won the Golden Nymph Award for Best Actor for his role in the comedy series "Fear, Stress and Anger" at the Monte Carlo Television Festival.

Autograph Signing:

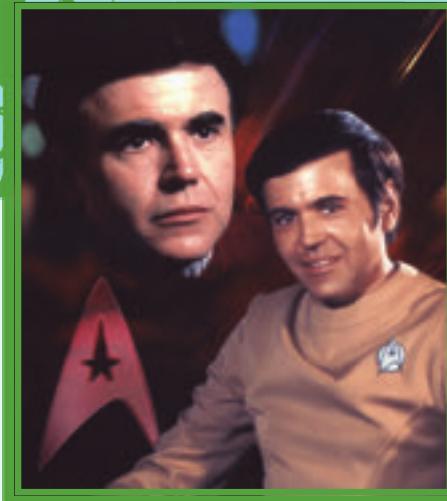
Mr. Davison will be signing autographs ...

- Thursday – 10 am- noon & 2 pm-4 pm
- Friday – 10 am - noon & 2 pm - 4 pm
- Saturday - 10 am - noon & 2 pm - 4 pm
- Sunday – 10 am - noon & 2 pm - 3 pm

Autographs are \$25.

Mr. Davison is a Media Guest due to a partnership with Who North America, Inc.

Autograph



WALTER KOENIG

Walter Koenig performed the part of Chekov in the *Star Trek* TV program and motion pictures and had the recurring role of Bester in the *Babylon 5* series. He's authored three books including his autobiography *Warped Factors*. His television writing credits include among others *Class of '65*, *Land of the Lost*, and the animated *Star Trek* series.

Among his favorite stage characters are Tom Sawyer opposite Mark Lenard in "Boys of Autumn" and Scrooge in "A Christmas Carol". His theater direction include the plays "Becket", "Hotel Paradiso", "Fastest Clock in the Universe" and the stage adaptation of two original *Twilight Zone* episodes. He has taught acting and directing at several venues including UCLA and in private classes.

Autograph Signing:

Mr. Koenig will be signing autographs ...

- Thursday (in the Autograph Area of the Exhibit Hall)
- Friday morning (in the Autograph Area of the Exhibit Hall)
- Friday afternoon in the **Mayfair booth**

Specific times are listed in the autograph area.

Mr. Koenig is a Media Guest due to a partnership with Mayfair Games.

Autograph

OF HONOR

NEIL GRAYSTON

Born and raised in suburban Vancouver, British Columbia, Canada, Neil Grayston caught the acting bug while participating in his high school drama club's performance of "Hamlet", where he played the titular Danish Prince. Following graduation, Neil had a number of guest star and leading roles in Canadian television, including the critically acclaimed CBC young adult series *Edgemont*.

Neil's credits include: a series regular role as 'Alec,' the mouth-breather, on FOX's critically acclaimed dramedy *Wonderfalls* and his Leo Award nominated performance for his portrayal of 'Martin,' the stoic sous-chef in CTV's dramedy *Godiva's*. Selected guest star roles include: The CW's *Smallville* and *Supernatural*, as well as CBS' *The Dead Zone*.

American audiences best know Neil Grayston for his leading role as 'Douglas Fargo' for five seasons on the hit series, *Eureka*. *Eureka* is the second highest rated show on the SyFy Channel and was nominated by TV Guide for the "Fan Favorite Award." Neil's character, 'Douglas Fargo' appeared in a crossover arc on SyFy's #1 show, *Warehouse 13*.

With little time between series, Neil has had the pleasure of being able to work on a number of independent films and movies for television. Most recently, Neil can be seen in the leading role 'Steve Palmer' in SyFy's soon-to-be-released movie for television *End of the World*.

Neil currently resides in Los Angeles.

Autograph Signing:

Mr. Grayston will be signing autographs ...

- Friday afternoon
- Saturday morning and afternoon
- Sunday morning

Specific times are listed in the autograph area.

Autographs are \$30.



Autograph

Days and times are subject to change.



MEDIA GUESTS OF HONOR

JANINA GAVANKAR

Already a favorite of the devoted fans of her two earlier series, *The L Word* and *The Gates*, Janina's role in *True Blood* as shape-shifter Luna is the talk of the Trubies.

In addition to her starring roles in three series, the three-quarters Indian, one-quarter Dutch beauty has appeared in *Stargate: Atlantis*, *Grey's Anatomy*, *The Cleaner*, *Dollhouse*, *NCIS*, and *Three Rivers*. She also has been frequently recurring on the comedy series *The League* on FX, *Traffic Light* on FOX, *Arrow* on the CW, and can soon be seen in *The Goodwin Games* for FOX.

During her hiatus from *True Blood*, she has also been shooting the independent films *Who's Afraid of Virginia Wolf?* and *Satellite of Love*, which is successfully making festival rounds.

But there's also Janina the Geek, who not only writes program code for friends, but who was also the first celebrity to sign-up with Twitter and who is so technologically creative that she is regularly asked to be on panels at conferences educating the entertainment industry on the practical application of multiple new digital platforms. Her efforts were awarded with the Gravity Summit Excellence in Social Media/Entertainment Award in 2011. *True Blood?* *True Geek!*

Originally from Joliet, Illinois, Janina now makes her home in Hollywood.

Autograph Signing:

Ms. Gavankar will be signing autographs ...

- Friday morning and afternoon
- Saturday morning and afternoon
- Sunday morning

Specific times are listed in the autograph area.

Autographs are \$30.



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MUSIC &

ANDY D

Andy D is a hurricane of sex, sweat, and day-glo. He burst onto the Indianapolis scene a couple years ago, after moving down to Bloomington via Brooklyn. His live shows immediately became the stuff of legend. Combining rap, rock, and humor, Andy D is best experienced in person rather than talked about.

Andy D released his sophomore album, *Songs In The Key Of Magic*, in March 2011 on Roaring Colonel Records. He released his third studio album *Warcries* in January of 2013 on Rad Summer.

ENT1348738, Saturday 8 pm, \$6



PHOTO BY MARIA WHITE



THE DOUBLECLICKS

The Doubleclicks, also known as Aubrey and Angela Webber, are a pair of sisters from Portland, Oregon who play cello, guitar and ukulele and write songs ranging from snarky to geeky to sweet. Since starting their band in 2011 with a weekly songwriting project on YouTube and the viral music video for their *Dungeons & Dragons* love song, The Doubleclicks have toured their unique type of folk music around the country to game stores, concert venues, fans' homes and pop culture conventions. More information can be found at thedoobclicks.com.

ENT1341739, Saturday 3 pm, \$6

FIVE YEAR MISSION

The five seasoned musicians who comprise indie rock band Five Year Mission were brought together by their mutual love of sci-fi. Their mission: write and record a song for every episode of the original *Star Trek* series from the 1960's. Since all five members are involved in the songwriting process, the group's sound is eclectic and expansive, boldly going where no band has gone before, with material ranging from power-pop to folk, punk to rap, and nearly everything in between.

The band has independently released two critically acclaimed full-length albums (2010's *Year 1* and 2011's *Year 2*, respectively) and one EP (2012's *The Trouble with Tribbles*), and they have another three full-lengths on the horizon. Five Year Mission has accomplished much over the past three years: They performed regularly in and around the Midwest, appeared at some of the most prestigious science fiction conventions in the country, and have won the hearts and ears of *Star Trek* fans the world over. In early 2012, the band opened a panel for the legendary William Shatner in New Orleans, and shortly thereafter, they released a song paying tribute to actor George Takei; the song has since amassed more than 80,000 plays on YouTube.

**ENT1348738,
Saturday 8 pm, \$6**



LIVE EVENTS

Love of gaming is more than just playing games. Sometimes you just feel the music within you and you just have to let it out. Join us for these performances during the convention to celebrate the passion beyond the table! All events listed are on the second floor of the Westin, in Grand Ballroom I & II.



MOON DRAGON

Sprung from the observation of an innocent child, Moon Dragon formed in 2010 to fill the abyss of contemporary culture, drawing on the timeless themes of wenches, feasting, and fearsome dragons. The band is at once banal and self-reflective. With swagger and ceremony Moon Dragon derives their proto-medieval sound from the deep recesses of the mind and the collective consciousness of legend and lore, daring to ask the

question, "Does anybody know what it's like to live for a thousand years?"

Moon Dragon, the band's first official CD, was released in February 2013 with a second CD scheduled for release early 2014. Early reaction to "Saucy Wench" and "God Speed" have been particularly positive.

ENT1349268, Saturday 5 pm, \$2

PROFESSOR SHYGUY

Professor Shyguy's music can be best described as; high energy, chiptune-electro-rocking, 8-bit, epically vocalized, highly danceable, theatrical nerd-pop. Singing 50% about video games and the other 50% is anything from Space/Time to English Language gymnastics. His performance consists of singing, playing guitar, keyboards, and drums, sometimes three of those things at the same time. Since the first album he has shared the stage with The Protomen, Peelander Z, Ellen McLain (aka the voice of GLaDOS), Samantha Newark (The voice of Jem of 'and the Holograms'), and more. He has just recently released a second album with guest stars such as Kyle Hebert (The Narrator of *Dragon Ball Z*), Amanda Lepre (of *Descendants of Erdrick*), and Duane & BrandO - now he is back to touring the U.S.!

ENT1350062, Saturday 6:30 pm, \$6



WAX CHAOTIC

Wax Chaotic is a pair of lyrical storytellers who've been putting their own twist on folk music since 2011. Weaving themes of science-fiction and fantasy in with real-world events from their own lives, they change the mood and tone of their performance as whimsy dictates. Their musical influences include alternative, punk, bluegrass, blues, rock, pop, and of course, traditional and modern folk. While based in Indianapolis, their venues are as varied as their name suggests, from Canadian conventions and house concerts across the Midwest to local outdoor festivals. Wherever there's an audience for something completely different, that's where they'll be.

ENT1350959, Thursday 5:30 pm, \$2



AT A GLANCE

All events held in the Westin : Grand Ballroom I & II

Wax Chaotic Concert
ENT1350959, Thu 5:30 pm, \$2

Mary Crowell, 2012
ENWorld's Battle of the Bards
Winner, in Concert
ENT1346524, Thu 7 pm, \$4

Straight Outta Comicon
ENT1342478, Fri 6 pm, \$4

Friday Night Live
ENT1341158, Fri 8 pm, \$2

The Next Two Bands: Performing Live, Again!
ENT1350355, Sat 1:30 pm, \$2

The Doubleclicks: New Music in Concert!
ENT1341739, Sat 3 pm, \$6

Moon Dragon Performance
ENT1349268, Sat 5 pm, \$2

Professor Shyguy Concert
ENT1350062, Sat 6:30 pm, \$6

Five Year Mission with Andy D!
ENT1348738, Sat 8 pm, \$6

D20 Burlesque at Gen Con: Board Game Dames & Video Game Vixens
ENT1342480, Sat 10:30 pm, \$16

PICK-UP PLAY AREA (A.K.A. OPEN GAMING)

If you're looking for a dedicated space to get your game on ... look no further. Bring your own game, rent one from the Game Library, bring a friend or meet new friends in our Pick-Up Play Area. Volunteers will be there to help you find a table or a group to play with. Let the games begin!



POWER LUNCH



AT A GLANCE

LOCATION
ICC : Rooms 101-106

Days & Time

Thursday - Saturday

8am to 4am

Sunday
8am-2pm

GAME IDS
ZED1345561-ZED1345567

NEED A TABLE?

If the first step in beginning your game is the quest for a table, our HQ volunteers are here to help. Stop by any area HQ and ask! Our volunteers will find you and your friends a spot where you can play, and you won't be asked to move during your session.

PUZZLE HUNT XII THE GHOSTS

It was a dark and stormy night (as all good ghost stories begin) many months prior when you received your invitation.

Greetings Puzzler,

The residents of Gamerly Manor humbly request your presence on the weekend of August 15th-18th for a special reception in your honor.

We hope you don't mind, but we have invited some 40,000 of your gaming colleagues to the celebration.

We can't wait for you to join us,

**—The Ghosts
of Gamerly Manor**

It seems as though you have no choice. As you round a corner you find that not all the ghosts of Gamerly Manor are so unhelpful.

Several ghostly minions have chosen to help you on your quest. You can find them at the Puzzle Hunt HQ Booth throughout the weekend. These ghosts will help you check in answers and may even point you in the right direction if you get stuck on a puzzle. But only maybe.

As you solve puzzles this weekend, every 5 puzzles will earn you an entry in a drawing for one of 20 Gen Con 2014 4-day badges. To get you started, they've even put a puzzle on the next page. Solving the "Grand Hall" puzzle will also earn you an entry into the drawing. There is a creative challenge in this year's Hunt, and submissions for that are due at 11 am on Sunday. You can turn in answers and get entries for the drawing until 3 pm on Sunday. One badge will be awarded to the winner of the creative challenge, 4 badges to the first people to solve everything, and 15 badges will be given out based on the results of the drawing. Good luck in your quest through Gamerly Manor!

Though unsure of how these ghosts (if that was what they really were) found you or your mailbox, you were still intrigued by this invitation. Somehow that has resulted in you standing in front of what appears to be an abandoned mansion. A spooky abandoned mansion. But, your curiosity gets the best of you and you cautiously enter the front door. On a small table sits a candelabra and an envelope identical to the one you received before. Inside is another message:

We're so pleased you have accepted our invitation. Regrettably, you are now trapped in Gamerly Manor—just like our other guests. We ghosts do enjoy a good game and aren't bad sorts, so we present to you this challenge.

Only 20 of our former guests have managed to escape, each long after they joined us in the afterlife. These ghosts have left behind puzzles scattered throughout 20 of the Manor's rooms. If you solve them and find the secret message, you too may find your way out.

**— Still the Ghosts
of Gamerly Manor**

OF GAMERLY MANOR

ROOM: GRAND HALL

Candles flicker as the wind courses through this long hall. You hear a squeaky whine like a rusty chandelier above your head. Instead, you find a ghostly figure hanging from a noose tied to the rafters above. The loser, it seems, in a deadly game. Scratches on the wall beside you explain his fateful mistakes.



GAME: HANGMAN

Ana af tha Knaghts af tha Raand Tabla	█	-----	█	-----
Tha Stava Mallar Band's magac ward	█	-----	█	-----
Gatham's pratactar, known as tha Dark Knaght	█	-----	█	-----
Ana af tha fava baraaghs af Naw Aark Cata	█	-----	█	-----
Saath Amaracan hard anomal that laaks laka a shart llama	█	-----	█	-----
Tha world's largast carparata amplaar	█	-----	█	-----
Brand af taals, ar a gaa wha asas tham	█	-----	█	-----
Slaapwaar that maa ar maa nat ba faatad	-----	-----	█	-----
Pap traawath tha hat sang "Craal Sammar"	-----	-----	█	-----
A Tarat dack has major and manar af thasa	-----	-----	█	-----
Flam-flam man, hackstar, ar can artast	-----	-----	█	-----
"Graat kang," an Sanskrat	-----	-----	█	-----
Annaal baak far farmsars	-----	-----	█	-----
Card gama raplacad ba pakar an tha mast racant Casana Raala	█	-----	█	-----
Mambar af a hara taam an Alan Maara's classac graphac naval	█	-----	█	-----
Ball Clantan was gavarnar hara	-----	-----	█	-----

EXPLORING GAMERLY MANOR

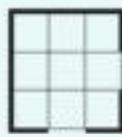
As you explore Gamerly Manor, you'll encounter the 20 rooms below. Each placard will represent one room, and will contain a puzzle that uses that ghost's favorite game. When you have the 9-letter answer for a puzzle, fill it in from left to right, top to bottom in its appropriate space on this page. Once you have all the answers, it's up to you to figure out how Gamerly Manor was constructed and find your way to freedom!



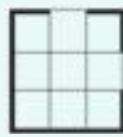
Ballroom



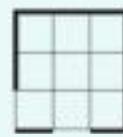
Bathroom



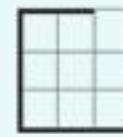
Boardroom



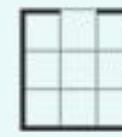
Child's Bedroom



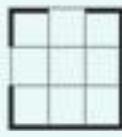
Computer Room



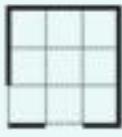
Garage



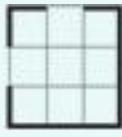
Gathering Room



Grand Hall



Greenhouse



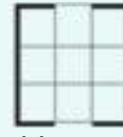
Gymnasium



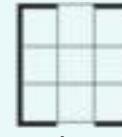
Kennels



Kitchen



Living Room



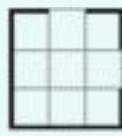
Music Room



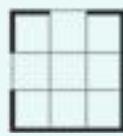
Natatorium



Operating Room



Playroom



Study



Theatre



Tower

ENTERTAINER SPOTLIGHT



APRYL KNIGHT *

Apryl Knight (April Porter) brings years of experience and enthusiasm to all of her performances. She has been playing music since she was three years old, starting with piano and voice, then flute, and continuing to add expertise in other instruments until it would be impossible to list them all here. Some of the instruments she plays include bowed psaltery, flute, pennywhistle, bodhran, guitar, pianonomicon, and voice.

Apryl plays instrumental and vocal music from the Medieval and Renaissance eras, and delights audiences with her double bowed playing technique on the psaltery. She also has been known to spellbind young children by telling them interactive story-songs while their parents hum along.

Equally at home on the stage and in the lanes, Apryl has also graced many an SCA dance pit and faire Maypole, as well as drumming and trumpeting for jousts and opening gates.

Apryl is currently recording an SCA dance CD, a CD of originals and traditional Renaissance and Medieval tunes, and a CD of Hildegarde von Bingen's music.

DAMSELS OF DORKINGTON *

The Damsels of Dorkington are here to usher in a new era of Dork Pride. They are two nerdalicious ladies and one dude in a dress who have come to bring you Nerdcore Improv: a blend of raucous comedy, music and geekery guaranteed to make you laugh, cry or vomit. Perhaps all three!!

Check them out at www.damselsofdorkington.com/.

DAMSELS OF DORKINGTON'S EVENTS:

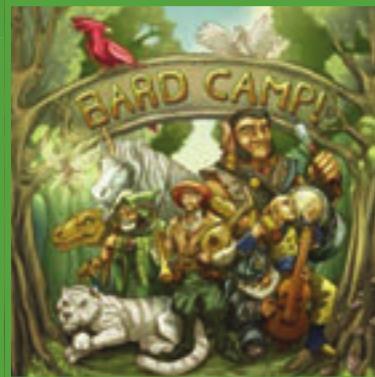
The Damsels will be hosting the following ...

- "Le Dorke d'Arthur: The Humpening" (ENT1342138)
- Roguish Skullduggery – A Fantasy Improv Extravaganza! (ENT1342136)
- Damels at Dusk, A Full Disclosure Q&A (ENT1342140)
- Friday Night Live (ENT1341158)



DAN THE BARD *

Dan the Bard (Dan Marcotte) has two great passions in life: Music and Dungeons & Dragons. He writes and performs songs about epic adventures, loathsome DM's, and even an Owlbear or two! He plays Lute, Oud, Lautengitarre, and sets his songs to Medieval, Renaissance and original music.



Come see Dan in his booth or at his shows! He will be performing Thursday night, Friday night (with FRIDAY NIGHT LIVE!), Saturday night, and Sunday morning. Dan is also available for song commissions about your favorite character!

www.bard.phoenixlore.com or check out Dan the Bard on Facebook! Music is available at phoenixlore.com, itunes, and cdbaby.com (search Marcotte).

Coming to a Dan the Bard show will give you +1 on your next encounter!

DAN THE BARD'S EVENTS:

Dan the Bard will be hosting the following ...

- Dan the Bard Performs D&D Songs! (ENT1341408, ENT1341410 & ENT1341412)
- Friday Night Live (ENT1341158)

DANIEL AND THE LION *

Hailing from Baraboo, WI, the members of Daniel and the Lion, a nationally touring folk band, first became friends playing Halo, *Magic: The Gathering* and Dungeons & Dragons at a local hobby shop. Now they're bringing their music back to where it all began: Gen Con.

"Before we were even a band, I had written a song with all these MTG card names hidden in the lyrics," says singer Jimmie Linville. "It was just for fun, but people really seemed to like it, and when we played it for our friends at Gen Con, we got a ton of support and positive feedback. That support was crucial in the beginning." Their music has come a long way from Magic card lyrics though, as they've now shared

the stage with Counting Crows, The Bodeans, Lucy Rose, Marc Broussard, Meiko, and Toad the Wet Sprocket. Adam Duritz, of Counting Crows, tweeted of their most recent album, *Death Head*, "it's like suddenly remembering all these good things I never want to forget." Ryan Spaulding of rslblog.com called them "the best new act I heard in 2012."

Come see them perform as a 5-piece at Gen Con, then game with them afterward.



LAST NIGHT ON EARTH®

THE ZOMBIE GAME

The Blood in the Forest Expansion sees the Heroes fight their way deeper into the forested mountains, and can be added to Timber Peak or directly to the original *Last Night on Earth*. It features a full set of new Forest Boards, two new types of Zombie figures - a pack of vicious Feral Dead Zombies and the menacing

Zombie Behemoths, two new Heroes - Sister Ophelia and FBI Agent Carter. All of this, plus a host of new Hero and Zombie Cards, Counters, Scenarios, and Game Mechanics. Blood in the Forest also expands on the Experience System originally introduced in

Timber Peak.



FORTUNE AND GLORY®

THE CLIFFHANGER GAME

The *Rise of the Crimson Hand* Expansion is packed with new material for *Fortune and Glory* with new cards for every deck, new dangers to face - including a new game mechanism for "deadly" tests, new villains to fight, epic city events unique to each major city, devious Crimson Hand Acolyte figures that are dispatched to race the heroes for artifacts, and a powerful new vile organization to contend with!



PLAY THE GAMES
AT BOOTH #1431

FLYING FROG
PRODUCTIONS®
WWW.FLYINGFROG.NET



ENTERTAINER SPOTLIGHT



DIFFERENT DRUMMER BELLY DANCERS *

Game On! Shimmy On!

Different Drummer Belly Dancers (DDBD) are bringing the shimmy, sparkle, and belly dance shine to Gen Con once again!!!! Moving their hips to classics from rock to game tunes, these

dancers will get you on your feet and smiling. Whether we are performing in the hallways, teaching classes, entertaining at our booth, or dancing before the Saturday Costume Contest, DDBD is here to entertain you! Shimmying back into action DDBD is here to show just what geek belly dance is!

- See us salute the fandom theme of "Starmen and Spies" before the Costume Contest on Saturday, August 17th!!
- Visit our booth in the Exhibit Hall for belly dance, gaming, and costume goodies!
- Take classes with us - see the schedule - and learn to shake like we do!
- Join us during our roving dance sessions in the hallway for more dancing and merriment!

Note that there are hardcore gamers mixed in DDBD. (One dancer was Head Story Teller for a LARP!) So shimmy your way to victory as you game on at Gen Con 2013!!!

For more information visit us at www.ddbd.org/gencon. Follow us on Twitter at www.twitter.com/ddbd.

DIFFERENT DRUMMER BELLY DANCERS' EVENTS:

DDBD will be the pre-show entertainment at the Costume Contest and they are also hosting the following...

- Dance, Dance, Belly Dance!! (SPA1344120)
- Belly Dance for EVERY Body! (SPA1342788 & SPA1342792)
- American Tribal Style(R) Belly Dance for EVERY Body! (SPA1342790 & SPA1342791)



MARC GUNN - THE CELTFATHER *

Irish drinking songs and science fiction. Nowhere else but from the bizarre imagination of Marc Gunn would those elements be so neatly integrated. It's like a satirical jam session between The Clancy Brothers and Weird Al Yankovic featuring Celtic-style songs about hobbits, cats, kilts, Firefly, Star Wars, Star Trek, plus, Gunn's rockin'

acoustic renditions of traditional Scottish and Irish songs.

Nicknamed "The Celtfather", Gunn is a champion of indie Celtic music. He quit his day job in 2005 to pursue music full-time. He got involved in podcasting during his downtime. His Irish & Celtic Music Podcast is one of the top 20 music podcasts on iTunes. It was voted the #1 Best Podsafe Music Podcast in the People's Choice Podcast Awards in 2009 and 2010. His Celtic Music Magazine is published monthly and goes out to over 20,000 subscribers. He has given away over 20,000,000 MP3s since he began his Celtic music career.

A prolific musician, Marc Gunn's newest albums include: Don't Go Drinking With Hobbits, Firefly Drinking Songs, Not Every Day Is St. Patrick's Day and Scottish Songs of Drinking & Rebellion.

MARC GUNN'S EVENTS:

Marc will be hosting the following ...

- Marc Gunn Presents Firefly Drinking Songs (ENT1341156)
- Marc Gunn - Sci Fi Drinking Songs (ENT1341157)
- Friday Night Live (ENT1341158)



IL TROUBADORE *

Il Troubadore, known on the planet Qo'nos as bomwl'pu' has been performing tlhIngan QoQ (Klingon music) live since 2009.

Il Troubadore's mission is to record and perform all existing songs in the complete musical oeuvre of the Klingon Empire. Everything from the grand ghe'naQ nlt to the vernacular may' bom and Hlvje' bom will be able to be heard and appreciated by Terran audiences throughout the planet Earth.

During their travels through space (and time) il Troubadore have managed to also learn a number of songs from many alien races throughout the multiverse including tunes in the tongues of the Ewoks and the languages Huttese, Fremen, Vulcan, Tenctonese and Shyriwook. Also, the group has picked up and quickly learned tunes in dozens of languages on the planet Earth.



KENNY KLEIN *

Goth girls, dead gerbils, and the merits of dating Pagan girls. Ghosts of New Orleans, and murdered chickens: This is the musical world of Kenny Klein, New Orleans musician, author and photographer. As a musician, Kenny has a dozen CDs of original music. He is well known for his virtuoso fiddling, and his snappy wardrobe. Kenny is the author of *Through The Faerie Glass*, and of *Fairy Tale Rituals*, (both Llewellyn). His newest book, *The House On Chicken Legs*, will be available by 2014.

Visit Kenny at www.kennyklein.net and at www.kenny-klein.blogspot.com.

KENNY KLEIN'S EVENTS:

Kenny will be hosting the following ...

- Blythe, Pullip, and BJD Meet Up (ZED1343190)
- Kenny Klein in Concert (ENT1343191)

THE DUKE™

LEVY, MANEUVER, CONQUER

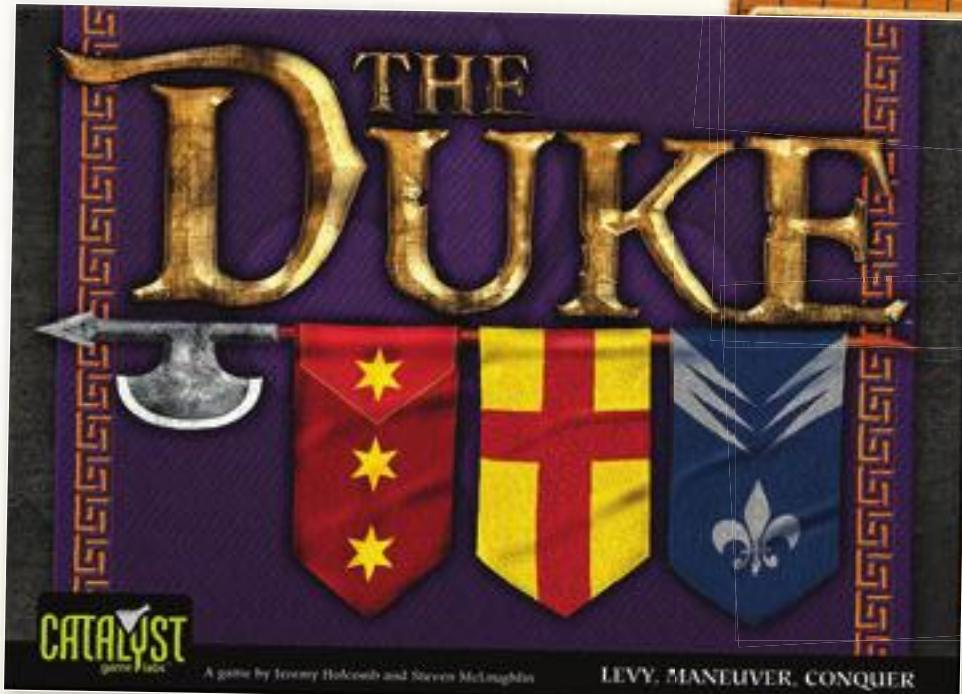
The politics of the high court are elegant, shadowy and subtle. Not so in the outlying duchies. Rival dukes contend for unclaimed lands far from the king's reach, and possession is the law in these lands. Use your forces to capture enemy troops before you lose the chance to claim the land for yourself.

In *The Duke*, players move their troop tiles around the board and flip them over after each move. Each tile's side shows a different movement pattern. If you end your movement in a square occupied by an opponent's tile, you capture it. Capture your opponent's Duke to win!

BOOTH 903



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“...THIS IS ONE OF THE BEST ABSTRACT STRATEGY GAMES I HAVE EVER PLAYED.”

—Tom Vasel (The Dice Tower)

“THIS IS AN ABSTRACT [GAME] I WOULD SUGGEST TO ANYONE.”

—Ryan Metzler (The Dice Tower)

“MOST INNOVATIVE LITTLE BOARD GAME SINCE CHESS.”

—Michael A Stackpole (New York Times
Best-selling writer and
award-winning game designer)

“THE BEST ABSTRACT STRATEGY GAME I OWN!”

—Bryan Pope (Creator of Mage Wars)

ENTERTAINER SPOTLIGHT



MAROONED *

"These are the songs you'll sing softly through your tears as you find yourself shackled and hanging by your ankles in a Spanish prison..." Bilgemunky Pirate Radio.

Born on the Festival circuit in 1995, 18 years later Marooned is still doing what they love, but no longer having to camp out on the cold hard ground to do it. Having performed on land and sea, from one coast to the other, and even realms beyond, Marooned is always glad to "come home" to Gen Con.

A mainstay of Gen Con atmosphere, Marooned released their last three CDs here at the convention. (They claim proceeds are used to help further fuel their dice addiction.) The latest, "Dance Macaw," has met with grand reviews from the piratical community and the prior album, "Better than Live" was a winner in the 2007 Renaissance Festival awards.

Listen for them as they wander the convention halls, or visit them in the Entertainer's Spotlight. They'll be happy to see you and are always willing to favor you with a song. Stay for the music, ask about their upcoming projects, or just stop by and say "Ahoy!"



WATER STREET BRIDGE *

Back again and ready for action, the boys from Water Street Bridge are hatching a plan for mirth and mayhem... as only they can do it. Armed with a deadly arsenal of instruments (including guitar, resonator guitar, mandolin, concertina, ukulele,

banjo, pennywhistle, squeeze box, harmonica, tupan, washboard, doumbek, bicycle horn, conga, bell, fish, djembe, kazoo, and bodhran - just to name a few) and a repertoire that spans 4 centuries, 8 continents and multiple realities, this seasoned group of folky, filky, freaks is sure to entertain with songs of love, drinking, tragedy, drinking, sailing (on, below and above the seas), death and drinking. Strap yourselves in, cuz it's going to be a wild ride!

WATER STREET BRIDGE EVENTS:

Band members will be playing at Opening Ceremonies on Thursday at 9:45 am.

* Denotes entertainers who have tables in the Entertainment Spotlight area of the Exhibit Hall.

RUSTY BAWLS (AKA CHRISTOPHER YATES)

Rusty Bawls Or Curls On Tour ... Again!?

Like an old band that won't stop playing, or a piece of cheese that has grown, here he is again ... Rusty Bawls. Now before you say something rude about him, check out the recent reviews:

"Rusty brings that rare quality of genius to everything he does"
- Ohio County Gazette

"Rustys' Geraniums are worth travelling miles to see"
- Ohio County Gazette (Gardening Section)

"Rusty really is the business, I have known him all my life. You should not miss him. He has some great hobbies to like breeding pigeons, phone installation, and editing local papers when he is in town"
- Ohio County Gazette - (letters to the editor....from Rusty's mum).

So that should say it all ... he's back, whether you like it or not with the show you all know and love, just older, slower and paler than ever before. That should impress the ladies!

Don't miss his shows and don't miss his roving act this year, the "Tallest Wookie in the Universe", this year with an extra special sidekick!



THE GREAT LUKE SKI *

Luke Ski is "The Dr. Demento Show's" Most Requested Artist of the 21st Century. He's had songs on its annual year-end "Funny 25" countdown for 11 years in a row, including three songs taking #1, and two of them at #2. His song parodies, originals, stand-up and sketches about pop culture phenomena have made him a favorite performer at science-fiction and fandom conventions all across the Midwest. He's released ten albums and a DVD

over the past sixteen years, and has performed at San Diego Comic-Con, Star Wars Celebration, Dragon*Con, WorldCon, NASFIC, Creation's 40th Anniversary Star Trek Convention, Origins, Nerdapalooza, and many more. His past hits among his fans include songs about Spider-Man, Lord of the Rings, Star Wars, Star Trek, Pirates of the Caribbean, Battlestar Galactica, Batman, Firefly, and Doctor Who, with more recent hits about Disney buying Marvel, Anime, Bruce Campbell, The Big Bang Theory, and Monty Python. He's won two Logan Whitehurst Memorial Awards For Excellence In Comedy Music for 'Outstanding Parody Song' for "Snoopy The Dogg" in 2011, and for his medley about Disney buying Star Wars, "When You Wish Upon A Death Star" in 2012.

This is Luke's 19th year performing at Gen Con. For more information about him check out his website www.thegreatLukSki.com.

THE GREAT LUKE SKI'S EVENTS:

The great Luke Ski will be the intermission show at the Costume Contest and will also be hosting the following ...

- the great Luke Ski: Live in Concert (ENT1341160)
- Friday Night Live (ENT1341158)



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ART SHOW



Take a break from frantic siege attacks and tense dungeon adventures by visiting a visionary land that's closer than you think ... stroll through the aisles of the Art Show and enjoy a glimpse inside the minds of the most prestigious and influential artists from the fantasy, sci-fi, gaming and horror genres. The Gen Con Art Show is THE premiere industry showcase.



NEW ARTISTS TO THE ART SHOW

Linger in your favorite artists' fantastical realms and then see this world and many worlds beyond it, from a totally new perspective as you browse our new artists' creations. Stop by their tables for the quickest way to be transported!

- Elizabeth Alba
- Ashley Berto
- Noah Bradley
- Kelly Brightbill
- Milivoj Ćeran
- Brent Chumley
- Deanna Davoli
- Ray Greaves
- Mark A. Helwig
- Alex Kostrewa
- Amy Nagi
- Chris Nitz Photography
- Christine Mitzuk
- Sweetbread
- Owen William Weber

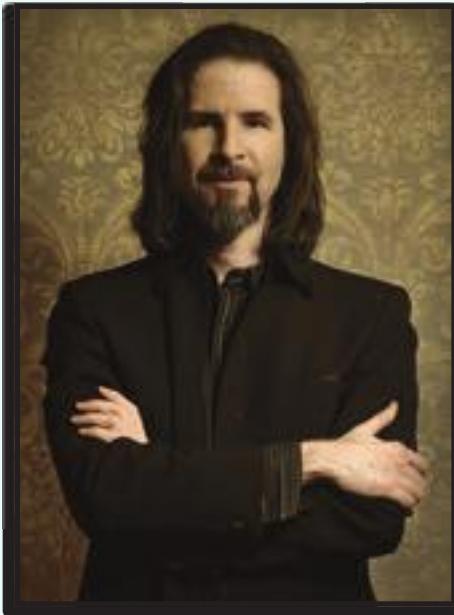
AT A GLANCE

LOCATION
Exhibit Hall

DAY & TIME
Thursday – Saturday
10am – 6pm

Sunday
10am – 4pm





ARTIST GUEST OF HONOR **BROM**

Gen Con is thrilled, and only a little scared, to be invited inside the twisted and brilliant head of this award-winning illustrator, concept artist and visionary worldbuilder as we host him as this year's Artist Guest of Honor.

ABOUT BROM

Born in the deep dark south in the mid-sixties. Brom, an army brat, spent his entire youth on the move and unabashedly blames living in such places as Japan, Hawaii, Germany, and Alabama for all his afflictions. From his earliest memories, Brom has been obsessed with the creation of the weird, the monstrous, and the beautiful.

At age twenty, Brom began working full-time as a commercial illustrator in Atlanta, Georgia. Three years later, he entered the field of fantastic art he'd loved his whole life, making his mark developing and illustrating for TSR's best-selling role-playing worlds.

He has since gone on to lend his distinctive vision to all facets of the creative industries, from novels and games, to comics and film. Most recently he's created a series of award winning horror novels that he both writes and illustrates: *The Plucker*, an adult children's book, *The Devil's Rose*, a modern western set in Hell, *The Child Thief*, a gritty, nightmarish retelling of the Peter Pan myth, and his latest concoction, *Krampus, the Yule Lord*, a tale of revenge between Krampus and Santa set in rural West Virginia.

Brom is currently kept in a dank cellar somewhere in the drizzly Northwest. There he subsists on poison spiders, centipedes, and bad kung-fu flicks. When not eating bugs, he is ever writing, painting, and trying to reach a happy sing-a-long with the many demons dancing about in his head.

For more information about Brom and to view his art, please visit his website- www.bromart.com.



BROM'S EVENT INFORMATION

Take a peek into Brom's dark world at the following events...

The Art of Brom: The Creative Process (SEM1349370)

Friday at 1pm, Westin : Council

The Art of Brom: An Artistic Journey (SEM1349369)

Saturday at 11am, Westin : Council



AUCTION

FEES

Buyers

- To buy from the store – no charge
- To bid in the live auction – one time charge of \$1.00 (this is for your bidder card)
- To open a tab (so you don't have to pay right away), credit card information or a \$50.00 deposit, refunded when you pick up your items. Opening a tab is optional – you can choose to just pay as you go and not put down any deposit.
- Buyers premium of +3%, discounted to 0% if paying with cash

Sellers

- To put an item in the store – \$0.50 per item or \$1.00 if onsite data entry is required
- To put an item in live auction - \$1.50 per item or \$3.00 if onsite data entry is required
- Sellers also need to pay the \$1.00 one time charge for a number (which can also be used for bidding.)
- If your item sells, the auction takes a commission which will be a percentage of the sales price:
 - 15% for live auction items
 - Only 10% for store items!

ITEMS ACCEPTED FOR SALE *(and available to buy)*

Accepted – Games & game related stuff!

Examples: Role Playing Games, Board Games, War Games, Euro Games, Card Games, Magic The Gathering, CCG's, LCG's, Collectible Pre-Painted Plastic Miniatures, Metal Miniatures, Video Games, Computer Games, Toys, Art, Comic Books and gamer related magazines.

Not Accepted – Mildewed items, counterfeit collectible cards, any item that violates copyright, too many copies of an unpopular item, or computer games with no box. (Video games without the box ARE ok). We are also unable to accept weapons.

HERE IS HOW IT WORKS...

Buyers - simply register when you get to the auction, for \$1.00, and you will be issued a buyer "NUMBER" card which you use to bid. When you want to bid on an item, just hold your card up with the numbers facing the stage, and keep it up as long as you are still interested in purchasing the item. If you stay in longer than all other auction attendees, you win!

You can pay for each item right away as it is won or you can put down a deposit to open a Tab, allowing us to store your items for you until the end of the auction daily session. You do not need a bidder card to visit the consignment store; any person with a convention badge can enter & purchase items.

Sellers - Payments for your items can be received by you as soon as your items are sold (rounded down to the nearest whole dollar). You can collect your money anytime during the auction up until the Charity Auction begins Saturday night. After that you can pick up your money on Sunday or just wait – we'll send you a check if you can't make it on Sunday. Any unsold items that you fail to collect by Sunday 2 pm will be donated to charity.

Putting items for sale into the Consignment Store costs only \$1.00. If you get in early, your item can be on display for up to three full days and you can choose to lower the price each day (if you want) to entice convention goers to buy your items as it goes on sale!

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AUCTION EVENT SCHEDULE

Collectables Auction
Friday at 8 pm

Charity Auction &
Special Auctions
Saturday at 7 pm

All times are approximate. Check for
the updated schedule posted in the
auction room.



AUCTION EVENTS

Charity Auction

Saturday night the Charity Auction will commence. Items donated by Exhibitors, individuals and of course the Ace of Aces will be auctioned off. All proceeds go directly to the shows charity of choice – **Big Brothers Big Sisters of Central Indiana**.

Collectibles Auction

Friday evening we will auction the very best items, in what is known as the "Crème de la Crème". These items are featured beforehand in our glass showcases and are the best items entered into the auction. If you're looking for a rare item, or to see auctioneers Frank Mentzer and Tim Kask, then you don't want to miss this!



CONSIGNMENT STORE

Want to find bargains or just take your time? Browse the Consignment Store! New items are added throughout the show, and some items will change price each day. With thousands of items, you can spend many hours exploring the boxes.

FORMS OF PAYMENT ACCEPTED

- Cash
- Any major credit card

AT A GLANCE

LOCATION

ICC : Room 130 - 133

DAY & TIME

Item Registration

Wednesday *
Noon - 6 pm

Thursday **
10 am - 8 pm

Friday **
9 am - 5 pm

Saturday ***
9 am - 11 am

*Onsite data entry on Wednesday will only be available if you bring your own laptop.

**Auction computers will be available for data entry on Thursday and Friday.

***Store items accepted, live auction items Pre-Reg only or by exception. Items accepted outside of scheduled times by appointment or by exception only.

CONSIGNMENT STORE

Thursday
10 am - 11 pm

Friday
9 am - 11 pm

Saturday
9 am - 8 pm

LIVE AUCTION

Thursday
10 am - 11 pm

Friday & Saturday
9 am - Midnight

SELLER PAYMENTS & ITEM RETURN

Sunday
10 am - 2 pm



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Saturday
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LIVE AUCTION

Thursday
10 am - 11 pm

Friday & Saturday
9 am - Midnight

SELLER PAYOUTS & ITEM RETURN

Sunday
10 am - 2 pm



MINIATURE

MASTERING THE ART OF MINI

Learn from the best in our workshops, test your skills in our competition, or pick up a brush and bring your own creation to life at Paint & Take!

PAINT & TAKE

Basic instruction ...

Supplies ...

Minis ...

Need we say more?

Oh, yeah ... it's all FREE!

Sign up for a slot, and check out our Paint & Take area. Impress your friends with the new mini you painted for your favorite game, or try painting for the very first time. For FREE!

MHE WORKSHOPS

Would you like to master "Battlefield Terrain" (MHE1345593)? Focus on the details, and try "Hair With Sue" (MHE1340355)? Or add a little shine to your life with "Liber Metallica: Painting True Metallics Truthily" (MHE1341240)?

Whether you're looking to learn what should be in your toolkit or hoping to compete for a Golden Demon, to all the levels in between, MHE workshops are the fun way to improve your painting skills! Learn tips and get expert instruction from some of the industry's leading painters and teachers.

Check the Event Charts in the back of this book for a complete listing of all the workshops available. Look for the MHE icon.

MINIATURES PAINTING COMPETITION

Entry Deadline: Friday 9 pm

Entry Pick Up: Saturday 5 pm – 7 pm,

Sunday 9 am – 3 pm

We're giving away cash prizes, trophies and more!

Categories:

- Diorama
- Large Figure
- Single Figure
- Machines of War
- Unit
- Sculpted Single Figure
- Hatchling Category (14 years old and under)

Special Awards given regardless of category:

- Judge's Award
- Manufacturer Awards

Check out all the entries in our display cases; they are truly masterpieces!

NEED OR SPEED

Compete in a speed event yourself or watch the pros challenge each other for charity!

SPEED PAINT ARENA

Think you're the fastest brush in the Midwest? Challenge accepted "pardner," but you better watch your back – or in this case the tiny back of a mini from your favorite company – as you must finish a complete painting in 45 minutes or less. Each session will determine who the quickest paint-slingers in their group are. Then, these desperados will face off again during Sunday's *Championship Round* to find out who's the best in Indy.

Speed Paint events are being hosted by the following companies:

- Dark Sword Miniatures
- Impact! Miniatures
- Privateer Press
- Reaper Miniatures
- Wyrd Miniatures

ACE OF ACES XII: CHARITY SPEED PAINT & AUCTION

An epic battle for mini painting supremacy, this is the lightning round where the pros bring their "A" game!

Twelve years since it began, this crowd-pleaser is not just about speed it's also about need; this is speed painting for charity. You'll want to be close to the action as you watch 10 of the best mini painters at Gen Con competing to capture the "Ace of Aces" title and a prize for the best painted mini ... not to mention bragging rights!

We give the Aces one hour to finish an unknown mini. Sweat, tears, and laughter build-up as the timer counts down towards zero. No pressure here!

The minis are then displayed until the **Gen Con Charity Auction**, where they will be auctioned as a single lot, including a certificate signed by all participants, a wooden display base, and a box to pack them in safely. All proceeds from the sale will be donated to Big Brothers Big Sisters of Central Indiana, so check out these spectacular small scale creations and help raise funds for supporting youth mentorship.



HOBBY EVENTS

SPONSORS

Gracias! Merci! Danke! **Thank you!** Our MHE sponsors form the backbone of support for this amazing world of miniatures, and we want to say "thank you" to them in as many ways as possible. Stop by their booths and check out all the products they have to offer. You just might find that perfect gift that you've been hunting for!

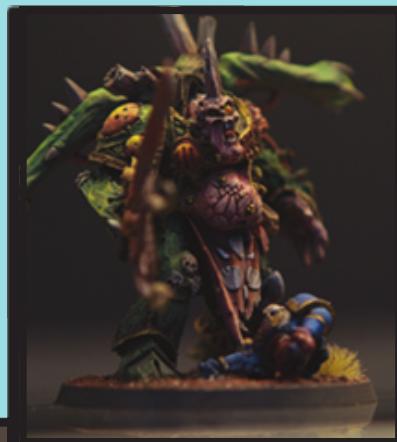
GOLD SPONSORS



SILVER SPONSORS



BRONZE SPONSORS



AT A GLANCE

LOCATION

ICC : 2nd Floor Serpentine Lobby

ACE OF ACES XII

LOCATION

Speed Paint Arena

DAY & TIME

Friday 6 pm

PAINT & TAKE

DAY & TIME*

Thursday - Saturday

10 am - 6 pm

Sunday

10 am - 4 pm

* Times may vary

SPEED PAINTING

DAY & TIME

Various

MHE WORKSHOPS

LOCATION

ICC : Room 233-234

DAY & TIME

Various

Check the Event Charts in the back of this book for a complete listing of all MHE events available. Look for the MHE icon.

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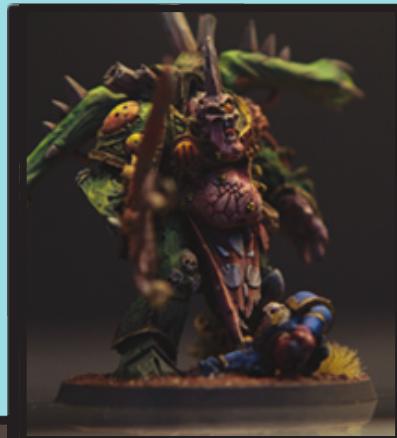
GOLD SPONSORS



SILVER SPONSORS



BRONZE SPONSORS



AT A GLANCE

LOCATION

ICC : 2nd Floor Serpentine Lobby

ACE OF ACES XII

LOCATION

Speed Paint Arena

DAY & TIME

Friday 6 pm

PAINT & TAKE

DAY & TIME*

Thursday - Saturday

10 am - 6 pm

Sunday

10 am - 4 pm

* Times may vary

SPEED PAINTING

DAY & TIME

Various

MHE WORKSHOPS

LOCATION

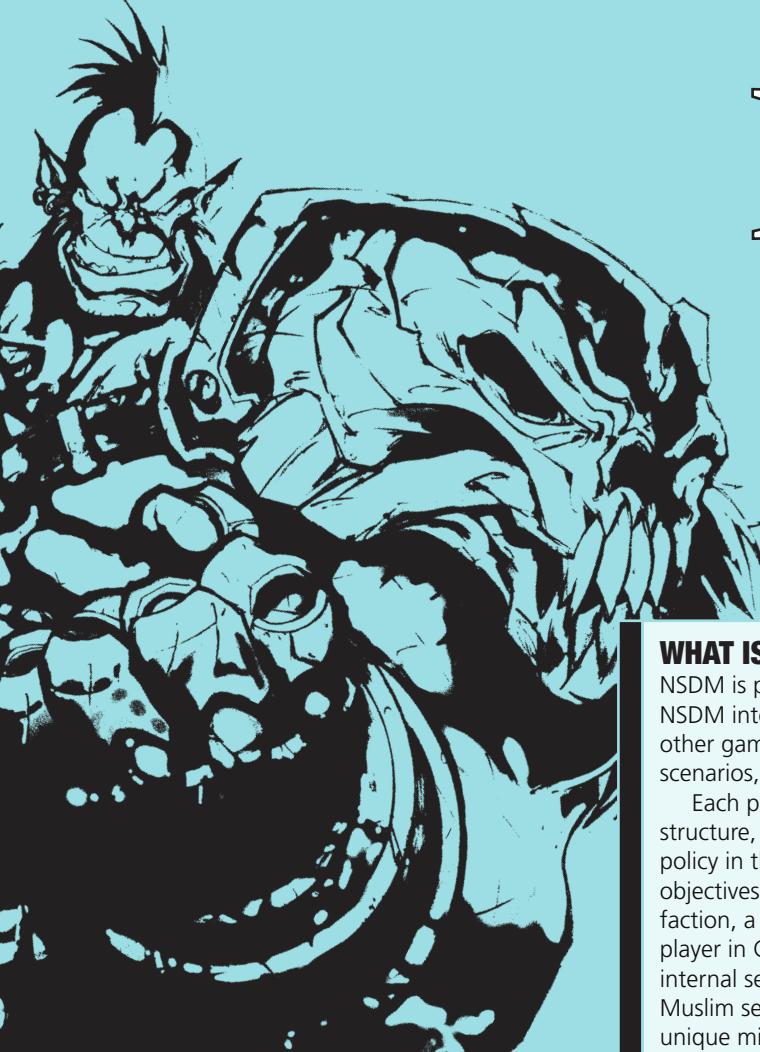
ICC : Room 233-234

DAY & TIME

Various

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NSDM



THE NATIONAL SECURITY DECISION MAKING (NSDM) GAME

GAME is a fast-paced, challenging political-military-economic simulation of strategy and geopolitics providing insight into cultures, political processes, geopolitical situations and challenges of nations around the world. It is developed from games used by senior U.S. Government officials to explore geopolitical options. NSDM originated at the U.S. Naval War College and is based on games used by senior U.S. Government officials to explore geopolitical options. It has been presented at the U.S. Air University, National Defense University, Marine Corps Intelligence Activity, the Rochester Institute of Technology, Ashland University, Ball State University, and has been at GenCon since 1992.

HERE'S THE GAME: "You players are politicians. You over there, you're the Cabinet. You folks in the corner are the military leadership. Here's your country; you know about it, it's real. The scenario is: it's the world as you know it today. Here are the real issues. Fix them. Start now." Do you feel up to the job?

WHAT IS THE NSDM GAME?

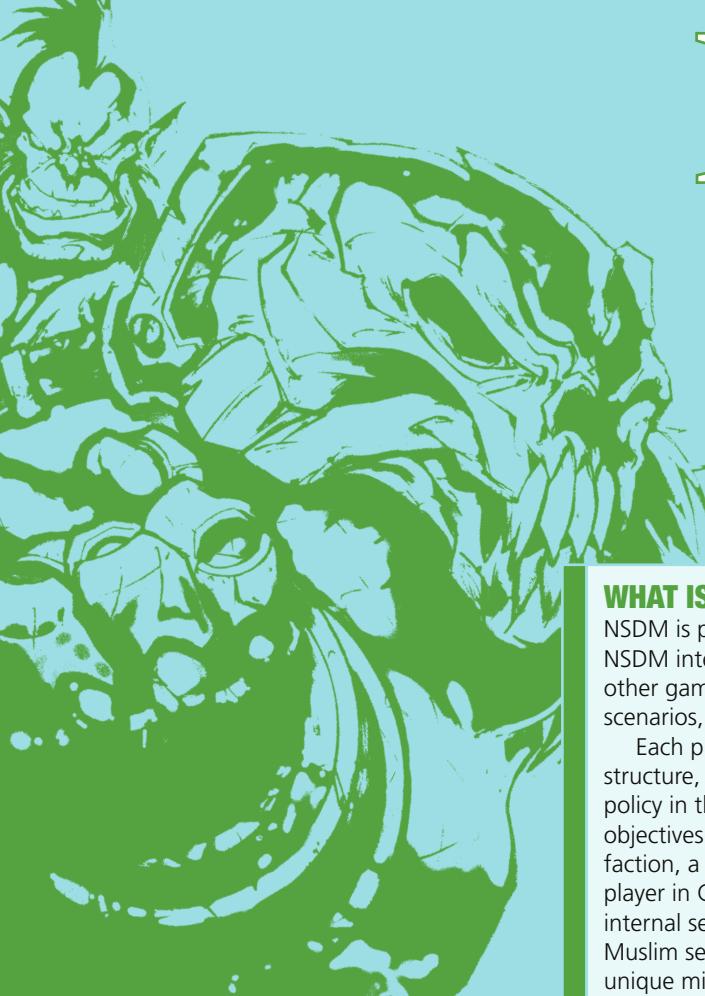
NSDM is part seminar game and part live-action role play. Most find NSDM intellectually stimulating, vigorously competitive, and unlike any other gaming opportunity they have ever had! Every game has new scenarios, new countries in play, and new challenges.

Each player is assigned a role within a nation's decision making structure, from which he or she can affect the formulation of national policy in that nation in order to advance his or her assigned personal objectives. A player in the U.S. cell might be leader of a congressional faction, a cabinet Secretary, or a chief of one of the armed services. A player in China might represent a faction in the Communist Party, the internal security forces, the People's Liberation Army, entrepreneurs, or Muslim separatists. NSDM can simulate more than 23 nations, each with unique military, political, economic and security issues, all based on real-world conditions and events.

Within each nation, players inevitably find themselves aligning with some other players in pursuit of common goals, and in opposition to others, as all seek to advance their agenda and achieve personal political ascendancy. Meanwhile, overlapping national interests draw the nations toward cooperation in some areas and conflict in others. Concurrently, the game control group injects information, events, and incidents that challenge the players' abilities to respond effectively within their nation's structure and across international lines (e.g. armed conflict, pandemic, economic collapse, natural disaster). Every game offers an interesting experience and an opportunity to perceive the world from the standpoint of another political system and culture. No two games are alike.



NSDM



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GAME

NSDM'S SCHEDULE OF EVENTS

Wednesday

8pm NSDM Contemporary FastPlay Game (RPG1343463)

Thursday

10am Cyberwar-Strategies for a New Age lecture (SEM1345557)
11am Drones, Robots & Sensors: How They Will Change Future Conflict lecture (SEM1345558)
12pm NSDM Contemporary FastPlay Game (RPG1343464)
4pm Heroes & Villains of the Cold War lecture (SEM1345555)
6pm "Moscow Megalomania": Cuban Missile Crisis Game, Soviet cell (RPG1344034)
6pm Diplomacy - The Game Behind and Beyond the Game lecture (SEM1345554)
8pm NSDM Cold War - 1960s FastPlay Game (RPG1343465)

Friday

9am Is the US in Decline? Economic and Foreign Policy seminar (SEM1347099)
10am The Coming War for Asia lecture (SEM1345559)
11am Assault on the Grand Mosque: Saudi Arabia 1979 lecture (SEM1345543)
12pm NSDM Cold War - 1960s FastPlay Game (RPG1343466)
4pm Building to a Cold War Crisis -Cuba 1961 lecture (SEM1345560)
5pm Cuban Invasion 1962, the Order of Battle lecture (SEM1345537)
6pm Peace to End All Peace: How the Modern Middle East Was Created lecture (SEM1345549)
6pm "Havana Paranoia": Cuban Missile Crisis Game, Cuban cell (RPG1344032)
8pm NSDM Contemporary FastPlay Game (RPG1343467)

Saturday

Midnight NSDM: Doomsday Scenario (RPG1347124)
9am Is United States in Decline? Potential for collapse seminar (SEM1347100)
10am Who's on First - How to Be Your Own Analyst lecture (SEM1345548)
12pm "At the Brink": Cuban Missile Crisis Game, Cuban and Soviet cells (RPG1344035)
12pm Dieppe Revisited lecture (SEM1345575)
2pm NSDM Contemporary MegaGame (RPG1347124)
8pm Global Hotspots, 2013 Update seminar (SEM1345556)

Check the Program Book event charts for a complete description of these events!

NSDM'S 2013 PROGRAM

This year there are plenty of opportunities in geopolitical gaming: the Iranian nuclear program progresses toward the red line set by Israel; the Syrian civil war continues, apparently with chemical weapons; rumors of al Qaeda's demise are greatly exaggerated; austerity measures ignite the European body politic, and threaten to jump the Atlantic; and Kim Jong Un doesn't seem to be any more rational than his grandpa or his pa were. We've made major rewrites to our North Korea, India and Cold War U.S. cells. We're also tweaking on our highly successful Russian and Saudi cells from last year.

If you're the type who wants to continue playing after midnight, try our NSDM: Doomsday Scenario. Find out how a near-future World War Three scenario could become fast and deadly.

Or you can try our Cold War variant. Go back to the early 1960s, and see if you can achieve your personal objectives without destroying mankind.

We'll also be running our 2-hour Cuban Missile Crisis games. In *Havana Paranoia*, you play the role of a Cuban or Soviet leader on the island, preparing for everything from Guerrilla attacks to a nuclear strike, as the Americans overfly and assemble an invasion force. In *Moscow Megalomania*, you are in the Politburo: Castro tells you that you really should be launching a nuclear first strike, while the new American President sounds insane. But maybe they're not as dangerous as *comrade player* sitting right next to you.

And, as always, we will present a lecture series on a range of contemporary and historical geopolitical and military topics.

AT A GLANCE

LOCATION

Marriott 2nd floor :
Austin/Boston rooms, behind
the Marriott Ballroom

DAY & TIME

Wednesday – Saturday
Various



GAME

NSDM'S SCHEDULE OF EVENTS

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Check the Program Book event charts for a complete description of these events!

NSDM'S 2013 PROGRAM

This year there are plenty of opportunities in geopolitical gaming: the Iranian nuclear program progresses toward the red line set by Israel; the Syrian civil war continues, apparently with chemical weapons; rumors of al Qa'eda's demise are greatly exaggerated; austerity measures ignite the European body politic, and threaten to jump the Atlantic; and Kim Un-Jong doesn't seem to be any more rational than his grandpa or his pa were. We've made major rewrites to our North Korea, India and Cold War U.S. cells. We're also tweaking on our highly successful Russian and Saudi cells from last year.

If you're the type who wants to continue playing after midnight, try our NSDM: Doomsday Scenario. Find out how a near-future World War Three scenario could become fast and deadly.

Or you can try our Cold War variant. Go back to the early 1960s, and see if you can achieve your personal objectives without destroying mankind.

We'll also be running our 2-hour Cuban Missile Crisis games. In *Havana Paranoia*, you play the role of a Cuban or Soviet leader on the island, preparing for everything from Guerilla attacks to a nuclear strike, as the Americans overfly and assemble an invasion force. In *Moscow Megalomania*, you are in the Politburo: Castro tells you that you really should be launching a nuclear first strike, while the new American President sounds insane. But maybe they're not as dangerous as *comrade player* sitting right next to you.

And, as always, we will present a lecture series on a range of contemporary and historical geopolitical and military topics.

AT A GLANCE

LOCATION

Marriott 2nd floor :
Austin/Boston rooms, behind
the Marriott Ballroom

DAY & TIME

Wednesday – Saturday
Various



SPA

SPA GUEST OF HONOR

JOE ROTELLA

Gen Con is thrilled to announce our 2013 SPA Guest of Honor. He has quite a crafting pedigree. Please join us in welcoming Joe Rotella!

GET TO KNOW JOE

Joe's mom started the family on crafting. He has dabbled in machine knitting, macramé, string art and latch hooked rugs when they were hot in the 70's. Now, in his mid-forties, Joe has turned his eye to paper crafting. He loves detail and 3D work. Pop-ups and paper piecing are his specialties.

Joe is the Founder and Creative Director of Create & Craft, based in Columbus, Ohio. Joe's work has appeared in *Scrap & Stamp Arts*, *Just Cards*, and *Just Steampunk! Somerset Studio Gallery's* Summer 2012 magazine featured his "Time Machine – Steampunk Style Shadowbox" – an interactive piece with working sprockets and lights. He's filmed a segment of Crafting at the Spotted Canary with Joy Macdonell (aired on PBS in Fall 2011) and two segments for *Scrapbook Soup TV*. He has won Archiver's One-of-a-Kind Wall Art contest and he's served on the Viva Las Vegas stamps!, Want2Scrap and USArtQuest design teams. In the summer of 2012, Joe launched his own line of chipboard albums and embellishments with Want2Scrap. When he's not designing paper art projects, he works as Chief Technical Officer (CTO) at Delphia Consulting and leads their Internet Marketing Practice. Joe is the 2012 Web Optimization Expert for the Craft and Hobby Association (CHA).



GET CRAFTY WITH JOE'S EXPERTISE WHILE AT GEN CON INDY 2013 – HERE ARE THE EVENTS THAT HE WILL BE HOSTING ...

THURSDAY

- 'All Geared Up' Metal and Sprockets Scrapbook Layout (SPA1347031) - 3PM

FRIDAY

- Faux Leather Magic Book Box (WKS1347032) - 9AM
- Whovian Mini Album With Tardis Cover (SPA1347033) - 1PM
- Steampunk Book Box and Mini Pocket Album (SPA1347034) - 4PM

SATURDAY

- Steampunk Burlesque Greeting Cards (SPA1347035) - 9AM
- Whovian Pride Arch Clock With Tardis (SPA1347036) - 1PM
- Summer Garden Napkin Collage Frame (SPA1347037) - 4PM
- Clockwork Owl 'No Sew' Quilted Wall Hanging (SPA1347039) - 7PM

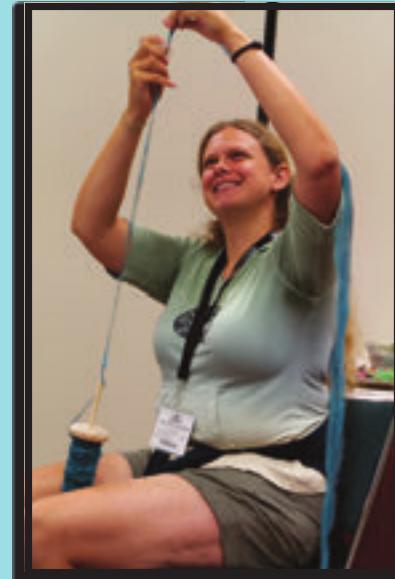
SUNDAY

- Faux Leather Magic Book Box (WKS1347040) - 1PM

Be sure to check the Event Charts located in the back of this book for more details.

CRAFT TO YOUR HEART'S CONTENT IN OPEN CRAFTING

Fellow crafters? Check. Plenty of space for projects? Yes. Lots of supplies? You bet, and we welcome donations, too! Did we mention it's FREE for anyone with a Gen Con Indy 2013 badge? It's Gen Con's Open Crafting Room! The place to be to craft to your heart's content. Make new friends, work on new projects, or just stop by to admire your fellow attendees' handiwork.



THANK YOU ...

To all our Event Hosts for bringing the fun and exciting events that make our SPA program a success and to Marian McBride for coordinating this one-of-a-kind program!

SPouse Activities

With more than 240 diverse and engaging events to choose from, Gen Con Indy 2013 provides the largest amount of opportunities yet for entertainment beyond traditional gaming.

With such a wide variety of fun options this year, you'll be glad that your "other half" signed up for that ten-hour-long tournament!

ACTIVITIES GALORE TO TICKLE EVERY FANCY ...

Whether you are an exercise fan, history buff, craft nut or just looking for relaxation, our SPA activities will draw you in and delight you. Here is just a small sampling of the many possibilities for reaching Gen Con nirvana outside of game play. For a complete list of all SPA events, look for the SPA icon within the Event Charts in the back of this book.

ARTS & CRAFTS

Maybe the last time you tried crafting it involved popsicle sticks in the second grade ... or maybe you sell your knitting regularly on Etsy, either way, there is something perfect for you in our variety of arts and crafts activities. Not only will you learn a new skill but you'll have an item to show off when you're done! Think about these creative possibilities ...

- Knit Your Own Wizard Beard! (SPA1340294)
- Steampunk Card Making (SPA1340350)
- Sewing for Geeks 101 (SPA1342514)
- Bookbinding – Leather-Bound Journal (SPA1341436)
- Four-Leaf Clover Chainmaille Bracelet (SPA1345224)
- Zombie or Vampire or Werewolf or Revenant Victim T-shirt (SPA1346725)

TOUR INDY

If you want to see the city, we've got plenty of tours to inform and thrill you. It's education, the Gen Con Indy way ...

- Indy Brew Bus: Local Craft Brewery Tour (SPA1342492)
- The Vampire Walking Tour (SPA1344054)
- The Haunted Walking Tour of Indianapolis (SPA1344072)
- Tour of the Mason's Gothic Scottish Rite Cathedral (SPA1344579)
- Indianapolis City Market Catacombs Tour (SPA1345163)

DANCE & MOVE

Get up or "get down" with these active offerings, plus many more ...

- Ballroom Dance for Beginners: Tango (SPA1340300)
- Pole Dancing for Fun and Fitness (SPA1341369)
- Burlesque Chair and Floor Routine (SPA1341375)
- Shao-Lin Kung Fu (SPA1344939)
- Intro to Sword Fighting (SPA1341694)

UNIQUE ACTIVITIES

Consider these events that defy categorization. They will teach you, fascinate you and leave you smiling ...

- Glam Makeup Techniques (SPA1343017)
- Learn to Play the Recorder (SPA1344446)
- Intro to Hand + Foot Massage (SPA1344629)
- Star Wars Cupcake Decorating (SPA1344949)

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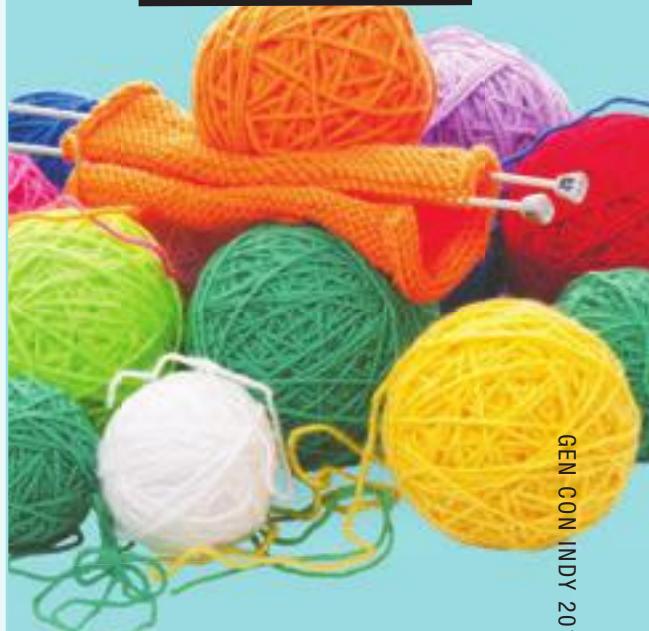
 **AT A GLANCE**

LOCATION
ICC : Rooms 201-209

DAY & TIME
Thursday – Sunday
Various

OPEN CRAFTING
LOCATION
ICC : 209

DAY & TIME
Thursday – Saturday
10am – 8pm
Sunday
10am – 3pm



DANCE OF THE DEAD

AS DARKNESS DESCENDS ON GEN CON...

The dead rise from their graves and fill the echoing halls with... REVELRY?!

Become reanimated through our zombie cotillion!

Let our DJ's black magic resurrect you to the dance floor and our cash bar provide the perfect elixir for a stimulating night.

Wear your best living dead style or show up as your true warm-blooded... brains...

Um, we mean...self.



**FREE TO ALL
ATTENDEES
WITH A GEN CON
2013 BADGE**



AT A GLANCE

LOCATION
Union Station : Grand Hall

DAY & TIME
Saturday, 9pm

LET THE PONY GAMES BEGIN

NOVEMBER 2013



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COSTUME CONTEST & PARADE

COSTUME PARADE

A Costume Parade through the Indiana Convention Center will be on **Saturday** at approximately **3pm**. Anyone in costume may join the parade anywhere along the route.

Contestant Info: The parade is optional but encouraged; participation in the parade is not part of judging. More details will be provided at check-in.

Parade Watchers: The parade starts outside Hall A, participants will make their way down Wabash-West concourse, onto Crossroads and then along the Hoosier Concourse.

Pick a place along the route for your best viewing position and get your cameras ready!



COSTUME PARADE DIRECTIONS



The parade begins outside of Hall A.



When the parade begins, participants will proceed down the Wabash-West Concourse.



The parade will take a hard right onto the Crossroads Concourse, following it until...



The marchers take a left onto the Hoosier Concourse.



Following the Hoosier Concourse, the parade will terminate at the Georgia Street Lobby entrance.



AT A GLANCE

LOCATION

ICC : 500 Ballroom/Reception

DAY & TIME

Saturday

Costume Parade

3 pm – 3:45pm

Costume Contest

4 pm – 6 pm

(Pre Show at 3:30 pm)

The Gen Con Costume Contest celebrates its 28th year! Join us for another exciting year of costumes and comedy!

Showcase your costuming wizardry or just relax and watch the best costumes at the convention. The event includes pre-show and intermission entertainment too! Get there early to get a seat; this event is popular!

The Costume Contest is FREE to spectators, but you must have a valid Gen Con Indy 2013 badge. Display your costume finery, or just relax and watch the best show at the con!



CONTESTANT INFO

CONTEST BASICS

Costume entries may be simple walk-on-and-pivot displays or may involve a short presentation. Performances are limited to two minutes. You may perform your own speech, drama, song, or other skill, or you can simply model while our emcee narrates text that you provide. Either way, the emphasis of judging is on the costumes.

REGISTRATION

Advance registration is highly recommended. **The costume contest is limited to 70 entries.** If any category receives 20 entries, that category will be closed. Entries will be accepted on a first-come, first-entered basis. When the contest reaches capacity, a waiting list will be created. Entries on the waiting list will be admitted to the contest if a registered entry drops out or does not appear at check-in.

To register, fill out the form below. This form does not register you for the convention—only the costume contest. You must also register for the convention. **A valid convention badge and two \$2.00 generic tickets will be required when you sign in at Costume Contest Check-In. Cash will not be accepted!**

Emcee Introduction: REQUIRED!! Our emcee will introduce you as you appear on stage. Write a short introduction for yourself that you would like the emcee to read. Type it or write it neatly and attach it to your entry form. This is your chance to impress the judges; include a description of the construction of your costume or a story about the character you're portraying. This description is limited to 125 words. We reserve the right to edit material.

On-site entries: If you must register on site, fill out the entry form (your introduction for the emcee **must be attached** and typed or neatly written) and drop it in the "Costume Contest Entry" box located at the Information Booth by 9:00 am on Saturday. If you miss this deadline, come directly to **Costume Contest Check-In in the 500 Ballroom Foyer** and we'll see if we have room for you.

Contestant Check-In: All contestants **MUST** appear at the Contest Check-In. Mailing or dropping an entry form reserves a space for you, but you are **not officially registered until you appear at check-in.** Contestants who do not appear at check-in (see times below) are considered dropped. Check-in takes about 30 minutes. **Your emcee introduction is required at check-in.**

Costume Categories

Choose a category for your costume and check it on the entry blank. We reserve the right to create new categories (if one category gets 15 ninja entries, for example, we may make ninjas a new category). We won't shift you to a different category. In a case where cross-over is possible, just pick the category you prefer.

- Superheroes / Sci Fi (Robots, aliens, spaceship pilots, heroes, villains, and so on.)
- Fantasy / Historical (Wizards, barbarians, pixies, mermaids, Egyptian slaves, WWII soldiers, Renaissance maidens, and so on.)
- Child (Ages 0–13, all costume types)
- Anime (Any character, creature, or element from any anime source.)
- Groups: Teams of three or more costumers. This category is optional for pairs.
- Game / Media Characters (Characters from movies, TV, video games, board games, roleplaying games, and so on.)
- Professional (To keep the contest fair, you must enter the Professional category if you meet any of the following criteria, regardless of your age: 1) You are a past first-place winner of a Gen Con Costume Contest or other major costume contest; 2) Your costume was constructed by a professional in the garment or costume industry, whether it was you or someone else; 3) Your costume was constructed by someone who earns the majority of their living in the construction of costumes or clothing.)
- Pot Luck (Anything not covered above!)

TIMETABLE

9:00 am

Deadline to drop entries at the Information Booth

9:30 am–1:30 pm

Costume Contest Check-In*

500 Reception Room

2:45 pm

Contestants line up for Costume Parade

3 pm–3:45 pm

Costume Parade

3:30 pm

Pre-Show

3:45 pm

Contestants report to line up for the Costume Contest

* A Gen Con Indy 2013 badge and **TWO \$2.00 generic tickets** are required. **Cash will not be accepted.** No one will be entered in the Costume Contest after check-in has closed.



COSTUME CONTEST ENTRY FORM

Deposit this form in the box marked "Costume Contest Entry Forms" at the Information Booth before 9am on Saturday, August 17, 2012, or bring it directly to Costume Contest Registration. Please print or write neatly!

Name: _____
(Your legal name, not the name of the character you will represent.)

Address: _____

City/State: _____ Zip Code: _____

Daytime Phone: _____ Evening Phone: _____

Email Address: _____

Name of Entry: _____

Category: Please note the rule stated below regarding the Professional category before making a selection.

Superheroes/Sci Fi Fantasy/Historical Child Game/Media Character
Pot Luck Professional Anime Groups

Approximate Length of Your Presentation (limited to 2 minutes): _____

Special needs (if known): Music Microphone
Other (specify) _____

Be sure to attach your typed or neatly written emcee introduction (125 words or less) to this form.

Read before signing:

I agree to comply with the 2013 Gen Con Costume Contest Rules, and I further consent to the use of my picture, video footage, and the likeness of my costume by Gen Con Management in future promotional efforts and news articles.

I understand that my personal information will be stored by the Costume Contest Coordinator only and will not be shared with any outside party other than Gen Con LLC or its designees.

I understand that I must appear at Costume Contest Check-In on the day of the contest to complete the entry process; if I do not appear, I will be dropped from the contest.

Signature _____
(Parent or Guardian must sign for entrants under 18 yrs. old)

Note: This form enters you in the Costume Contest only; to register for the convention, visit the registration area in the Indiana Convention Center.

COSTUME CONTEST RULES

1. Any item or activity that presents the possibility of damage to the entrants, their costumes, the audience, or the facility is prohibited. Carrying or displaying weapons or weapon replicas of any sort is prohibited by Convention Management except during the Costume Contest. In other words, you may bring secured weapons directly to the contest, but you *cannot* wear or carry weapons into the convention areas or halls. Weapons must be removed and securely wrapped immediately upon leaving the stage. Prohibited items worn into the convention areas will be confiscated. Functional firearms are not permitted at any time in the convention or the costume contest.
2. Good taste must be used in creation and presentation of costumes and talent. Gore, graphic violence, nudity, swearing, or other objectionable elements may be grounds for disqualification as determined by the Costume Contest Staff. The Costume Contest attracts many families each year and we wish to maintain a comfortable atmosphere for all spectators.
3. Any participant may be disqualified from the contest by Gen Con Show Management or Costume Contest Staff for failure to observe any of these rules. All decisions made by the judges are final. All prizes will be awarded at the conclusion of the contest.
4. Special stage requests will be considered but cannot be guaranteed. Requests should be submitted in writing along with the registration form.
5. All contestants must check in and be prejudged. A valid convention badge will be required at check-in, as well as TWO \$2.00 generic tickets. Refer to the Costume Contest Timetable elsewhere on this page for check-in times and location.
6. No entries will be accepted after check-in has concluded.
7. Restrooms are available in the convention center. Entrants are responsible for their own belongings. We are unable to provide a secure area for personal items. Contestants may bring an assistant to help with belongings.
8. **Contestants may supply music** to be played during their performance. Music must be submitted at check-in, and must be on a CD or a flash drive in MP3 format. We are unable to connect electronic devices to the house sound system.
9. Questions about Costume Contest rules and registration may be addressed to the Costume Contest Coordinator. Contact Anne Brown at annekbrown@sbcglobal.net or inquire at the Information Booth.
10. If you use spam-blocking software, please adjust your settings to accept email from the Costume Contest Coordinator (see Rule #9) so you can receive communication via email.



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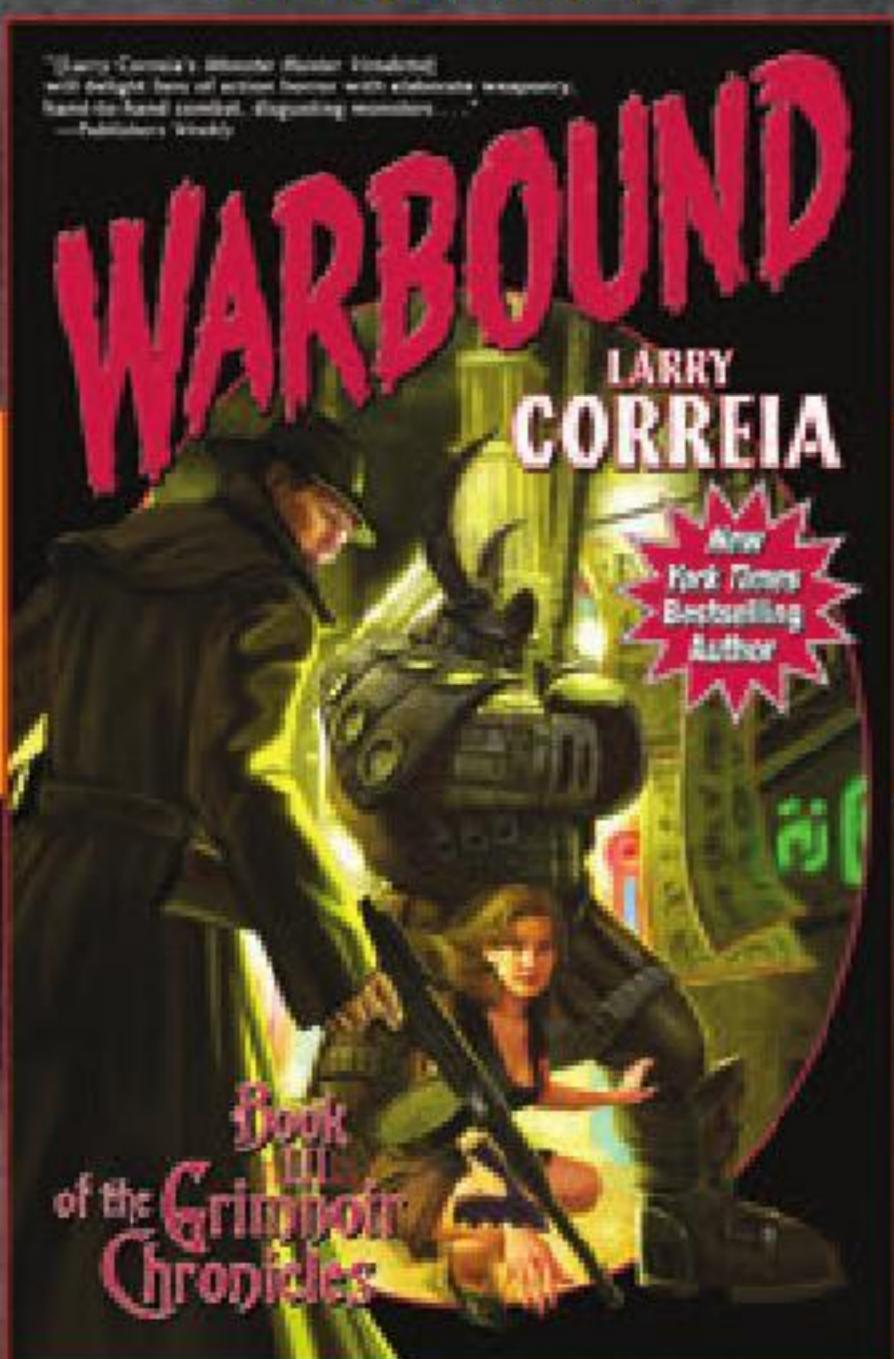
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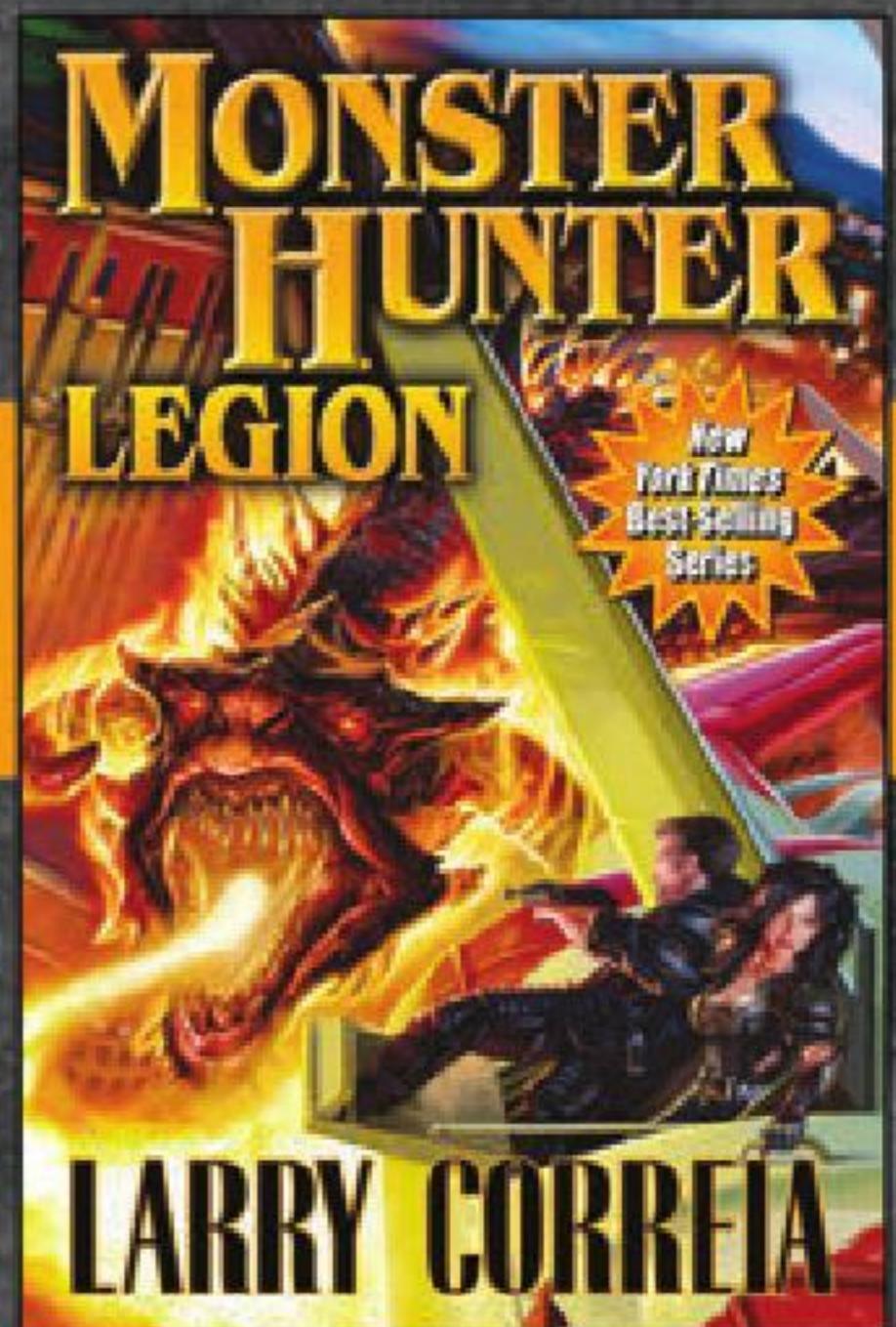
LARRY CORREIA

...lighthearted, testosterone-soaked... will delight fans of action horror with elaborate weaponry, hand-to-hand combat, disgusting monsters...
— Publishers Weekly



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The Monster Hunters head to
Sin City in Book Four of the
New York Times
best-selling series!



GET LITERAL

AUTHORS' AVENUE & WRITER'S SYMPOSIUM

Create your own story and make it as interactive as your heart desires. Meet and greet on Authors' Avenue, take notes at the Writer's Symposium, listen to the Author Guests of Honor, get your favorite book autographed at a Book Signing, or be truly adventurous and choose ALL of these possibilities!

AUTHORS' AVENUE

It was a hot August night at Gen Con when she walked in from the shadows. Thunder rumbled in the distance and there she was in front of my desk, pale as a specter. She whispered two words and my path was decided. I knew where I had to go to step up my literary game: Authors' Avenue.

The beating heart of the literary world at Gen Con begins with Authors' Avenue – buy classic tales, hob nob with your favorite writers and discover engaging plot lines written by the new guys and gals on the scene.

When you enter 'the Ave', keep your wits about you and your mind open. Be on the lookout for those numbers you've heard talk about, you've read their work and now you can meet them face to face. Get the latest scoop from the small press publishers and chat with the independent authors too. You never know where your next lead -- for great sci-fi, fantasy, gothic, steampunk or horror literature -- will come from so check out all the publishers and authors!

But who are we to define your genre with detective noir? Choose your own adventure from all of our activities! Beyond 'the Ave', we have seminar events on storytelling, book signings with writers you admire, workshops to perfect your craft and much more. After all, your next masterpiece begins with just one stroke of the pen (or keyboard)...



BOOK SIGNING

Your favorite authors put pen to page just for you in our Book Signing area located in the Authors' Avenue section of the Exhibit Hall.

THURSDAY

11 am	• Kelly Swails (ZED1350924) • Brad Beaulieu (ZED1350925)	• Kerrie L. Hughes (ZED1350926)
noon	• Lawrence C. Connolly (ZED1350930) • Dylan Birtolo (ZED1350932)	• William H. Horner III (ZED1350931)
1 pm	• Gregory A. Wilson (ZED1350933) • Sarah Hans (ZED1350934)	• Lucy A. Snyder (ZED1351000)
2 pm	• John Helfers (ZED1351001) • Elizabeth Vaughan (ZED1351002)	• Larry Correia (ZED1351003) • Mary Robinette Kowal (ZED1351004)
3 pm	• Michael A. Stackpole (ZED1351005) • Lou Anders (ZED1351006)	• Paul Genesse (ZED1351007)
4 pm	• Monica Valentinielli (ZED1351008) • Erik Scott de Bie (ZED1351009)	• Wesley Chu (ZED1351010) • Jim C. Hines (ZED1351011)

FRIDAY

11 am	• Jennifer Brozek (ZED1351012) • Paul Genesse (ZED1351013)	• Larry Correia (ZED1351014) • Geoffrey Girard (ZED1351015)
noon	• Brad Beaulieu (ZED1351016) • Gary Kloster (ZED1351017)	• Scott Lynch (ZED1351018) • Joel Shepherd (ZED1351019)
Mercedes Lackey & Larry Dixon (ZED1351020)		
1 pm	• Mike Stackpole (ZED1351021) • Elizabeth Vaughan (ZED1351022)	• Lucy A. Snyder (ZED1351023)
Mercedes Lackey & Larry Dixon (ZED1351020)		
2 pm	• George Strayton (ZED1351024) • Mary Robinette Kowal (ZED1351025)	• John Helfers (ZED1351026)
Mercedes Lackey & Larry Dixon (ZED1351020)		
3 pm	• Jim C. Hines (ZED1351027) • Donald J. Bingle (ZED1351028)	• Kelly Swails (ZED1351029)
4 pm	• Kerrie L. Hughes (ZED1351030) • Dylan Birtolo (ZED1351031)	• Wesley Chu (ZED1351032) • Ari Marmell (ZED1351033)

SATURDAY

11 am	• Dave Farland / Jim C. Hines (ZED1351034) • Brad Beaulieu (ZED1351035)	• Paul Genesse (ZED1351036) • Mary Robinette Kowal (ZED1351037)
noon	• Mike Stackpole (ZED1351038) • Erik Scott de Bie (ZED1351039)	• Kerrie L. Hughes (ZED1351040) • Lucy A. Snyder (ZED1351041)
1 pm	• Maurice Broaddus (ZED1351042) • Donald J. Bingle (ZED1351043)	• Ari Marmell (ZED1351044) • Kelly Swails (ZED1351045)
Mercedes Lackey & Larry Dixon (ZED1351046)		
2 pm	• Elizabeth Vaughan (ZED1351047) • John Helfers (ZED1351048)	• Matt Forbeck (ZED1351049)
Mercedes Lackey & Larry Dixon (ZED1351046)		
3 pm	• Gregory A. Wilson (ZED1351050)	• Jason Sanford (ZED1351051)
Mercedes Lackey & Larry Dixon (ZED1351046)		
4 pm	• Monica Valentinielli (ZED1351052) • Jennifer Brozek (ZED1351053)	• Saladin Ahmed (ZED1351054)

*Schedule subject to change.

This schedule is only complete as of June 2013. Check the onsite signage for the most up to date schedule.

AUTHOR GUESTS OF HONOR



Mercedes Lackey

Mercedes Lackey was born in Chicago Illinois on June 24, 1950. The very next day, the Korean War was declared. It is hoped that there is no connection between the two events.

She was raised mostly in the northwestern corner of Indiana, attending grade school and high school in Highland Indiana. She graduated from Purdue University in 1972 with a Bachelor of Science in Biology. This, she soon learned, along with a paper hat and a nametag will qualify you to ask "would you like fries with that?" at a variety of fast-food locations.

In 1985, her first book was published. In 1990 she met artist Larry Dixon at a small Science Fiction convention in Meridian, Mississippi, on a television interview organized by the convention. They began working together from that time on, and were married in Las Vegas at the Excalibur chapel by Merlin the Magician (aka the Reverend Duckworth) in 1992.

They moved to their current home, the "second weirdest house in Oklahoma" also in 1992. She has many pet parrots and "the house is never quiet." She is approaching 100 books in print, with five being published in 2012 alone, and some of her foreign editions can be found in Russian, German, Czech, Polish, French, Italian, Turkish, and Japanese. She is the author, alone or in collaboration, of the *Heralds of Valdemar*, *Elemental Masters*, *Secret World Chronicles*, *500 Kingdoms*, *Diana Tregarde*, *Heirs of Alexandria*, *Obsidian Mountain*, *Dragon Jouster*, *Bedlam Bards*, *Shadow Grail*, *Dragon Prophecy*, *Elvenbane*, *Bardic Voices*, *SERRATED Edge*, *Doubled Edge* (prequel to *SERRATED Edge*), and other series and standalone books.

A nightowl by nature, she is generally found at the keyboard between 10 PM and 6 AM.

To learn more and see examples of her work visit www.mercedeslackey.com.



Larry Dixon

Son of a Special Forces Commando and a wise Okie farm girl, Larry Dixon's life has been an ongoing adventure in his quest to become a true Renaissance Man.

Larry's first fantasy convention changed him forever when, in 1983, Mike Whelan and Anne McCaffrey spent 20 minutes with him simply chatting, and he decided right there, "if this is what my future colleagues are like, this is what I must do with my life." Since then, Larry has been Guest, Toastmaster, MC, or Guest of Honor at 256 conventions around the world--and counting.

Along the way to right now, Larry has been a comic book artist, a detective, a man hunter, a firefighter, storm spotter, falconer, car customizer, race car driver, woodworker, comedian, marksman, martial artist and mentor.

He got his nickname "The Gryphon King" from Andre Norton and it stuck.

Larry's written dozens of fun books, including the ever-popular *Gryphon* series, the *Winds*, *Storms*, *SERRATED Edge*, and *Owl* books with the mighty Mercedes (Misty) Lackey, and others. *Born to Run* has been hailed as a "romp with a conscience," and *The Black Gryphon*, now around its 30th printing, has been referred to as "A modern classic." Larry Dixon has been a writer, illustrator, and playtester for about 60 video games and RPGs ranging from *Wing Commander* to *D&D 3*.

Larry's experience in special effects, and working with around 500 birds of prey since he was a teen, led to him working on the *Lord of the Rings* films, and most recently *The Hobbit*, an *Unexpected Journey*. He's the eagle guy.

His ongoing, ever-changing, decades-long romance with Mercedes Lackey is legendary.

Now he's the guy who gives others that same "twenty minutes" he got in 1983. His heroes became colleagues, then friends. He knows you might be a colleague and friend too.

Mercedes and Larry will share their literary wisdom at the following Gen Con events...

- Writer's Craft: The Art of Storytelling (SEM1345060)
- Writer's Craft: Dynamic Characters (SEM1345061)
- Meet Mercedes Lackey & Larry Dixon and Q&A (SEM1345251)
- Writer's Craft: Writing a Series (SEM1347283)
- Writer's Craft: The Line Between Adversity and Tragedy (SEM1347284)

Or take advantage of two chances to get an autograph at our Book Signing events, on Friday --

- Pen to Page: Book Signing with Mercedes Lackey & Larry Dixon (ZED1351020)

or on Saturday --

- Pen to Page: Book Signing with Mercedes Lackey & Larry Dixon (ZED1351046)

Check the Event Charts for more details on these events.



AT A GLANCE

AUTHORS' AVENUE LOCATION Exhibit Hall

DAY & TIME

Thursday – Saturday
10 am – 6 pm

Sunday
10 am – 4 pm

BOOK SIGNINGS LOCATION

Exhibit Hall : Authors' Avenue

DAY & TIME

See posted schedule

WRITER'S SYMPOSIUM LOCATION

ICC : Rooms 243-245

DAY & TIME

Various

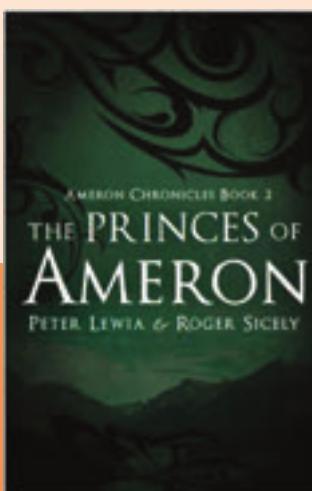
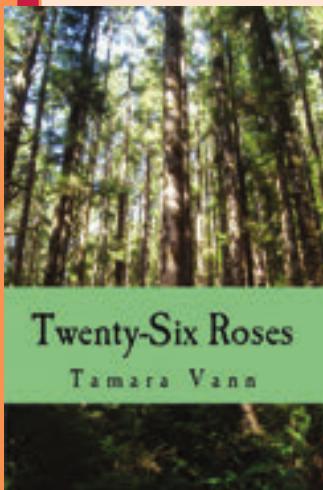


GET LITERAL

AUTHORS' AVENUE & WRITER'S SYMPOSIUM

Explore new worlds with these authors who are joining us for the **first time in Authors' Avenue ...**

Jerrod Begora
Hans Cummings
Robert Geiger
A.G. Howl
Hugo V. Negron
Roger Sicely
Lynn Tincher
Tanstaafl Press
Th3rd World Studios
S. Scott Twigg
Tamara Vann
Stan!



Creative command central – investigate what's out there with these **small press publishers...**

Blackwyrn Publishing
Imagined Enterprises, Inc.
Rudderhaven

Tanstaafl Press
Th3rd World Studios



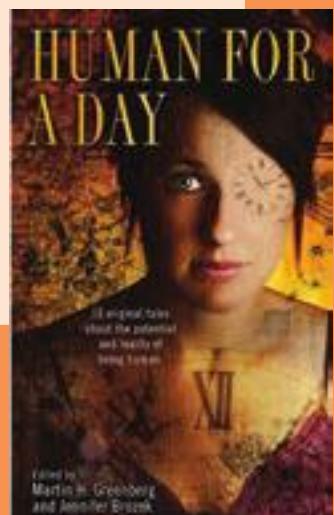
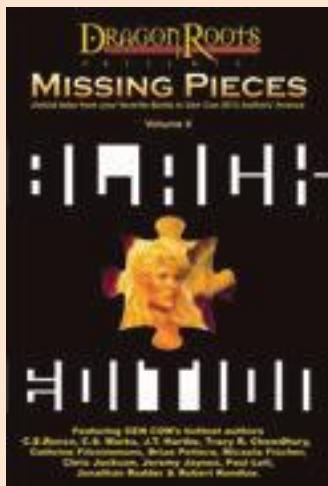
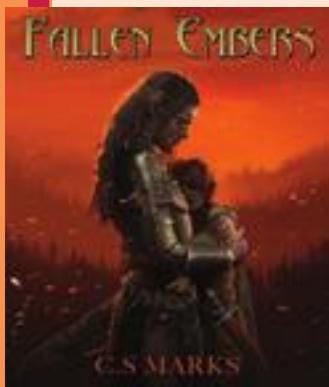
Epic journeys for knowledge await you. Join these **authors in our Writer's Symposium...**

Saladin Ahmed
Lou Anders
Brad Beaulieu
Donald J. Bingle
Dylan Birtolo
Maurice Broaddus
Jennifer Brozek
Richard Byers
Wesley Chu
Lawrence Connolly
Larry Correia
Larry Dixon
Maxwell Alexander Drake
Erin Evans
David Farland
Matt Forbeck
Jaym Gates
Paul Genesse
Geoffrey Girard
Jerry Gordon
Dave Gross
Sarah Hans
John Helfers
Jim Hines
William Horner III
Jason Hughes
Kerrie Hughes
Howard Jones
Gary Kloster
Mary Robinette Kowal
Mercedes Lackey
James Lowder
Scott Lynch
Ari Marmell
Robert Mosher
Daniel Myers
Chris Pierson
Patrick Rothfuss
Brandon Sanderson
Jason Sanford
Erik Scott de Bie
Joel Shepherd
Lucy Snyder
Mike Stackpole
George Strayton
James Sutter
Kelly Swails
Marc Tassin
Howard Tayler
Monica Valentinielli
Elizabeth Vaughan
Gregory Wilson

CHOOSE YOUR OWN ADVENTURE WITH OUR ATTENDING AUTHORS!

Reminisce about classic expeditions with your favorite **writers on Authors' Avenue...**

Christopher Bair
Dylan Birtolo
Tammy Blackwell
Lee Cherolis
Tracy Chowdhury
Ren Garcia
Chris Jackson
Jeremy Jaynes
Robert Kendzie
C.S. Marks
Nathan Marchand
C.E. Rocco
Edward Russell
V.J. Waks



GET LITERAL

AUTHORS' AVENUE & WRITER'S SYMPOSIUM

WRITER'S SYMPOSIUM EVENTS

All the events will take place
in the ICC : Rooms 243, 244 or 245.

THURSDAY

8am	Writer's Craft: Writing 101 (SEM1345054) Realistic Writing: Music & the Arts in Stories (SEM1345242) Fiction Fundamentals Part 1: Plotting and Planning (WKS1345344)
9am	Writer's Craft: Memorable Characters (SEM1345055) Realistic Writing: Computers & Security (SEM1345243)
10am	Writer's Craft: What Should I Write? (SEM1345056) Realistic Writing: Ancient & Medieval Food (SEM1345244) Writer's Craft: Heroes & Villains (SEM1345057)
11am	Realistic Writing: The Warrior's Life (SEM1345245) Writer's Craft: How to Give an Effective Reading (SEM1345250)
12pm	Writer's Craft: Beating Writer's Block (SEM1345058) Realistic Writing: Modern Combat (SEM1345246) Writer's Craft: Don't Tell Your Story, Show It! (SEM1345352)
1pm	Writer's Craft: Moral Ambiguity (SEM1345059) Realistic Writing: Ancient & Medieval Combat (SEM1345247) Writer's Craft: The Structure of Scenes (WKS1345347)
2pm	Writer's Craft: The Art of Storytelling (SEM1345060) Reading: Michael A. Stackpole & Scott Lynch (SEM1345248) Reading: Erik Scott de Bie & Gregory Wilson (SEM1345252)
3pm	Writer's Craft: Dynamic Characters (SEM1345061) Writer's Craft: Should You Plot or Not? (SEM1345249) Reading: Wesley Chu & Daniel Myers (SEM1345253)
4pm	Writer's Craft: Mystery VS. Confusion (SEM1345062) Reading: Gary Kloster & Lucy A. Snyder (SEM1345254) Writing a Knock-out Novel (In Ten Rounds or Less) (WKS1346196)
5pm	Writer's Craft: Literary Alchemy (SEM1345063) Reading: Matt Forbeck & Howard Andrew Jones (SEM1345255) Writing Careers in the Post-Paper Era (WKS1346197)
6pm	Read & Critique Workshop (WKS1345354) Matt Forbeck's Dangerous Games Trilogy (SEM1349847)

FRIDAY

8am	Business of Writing 101 (SEM1345256) Worldbuilding 101 for Writers (SEM1345265) Fiction Fundamentals Part 2: Creating Scenes (WKS1345345)
9am	Business of Writing: Podcasting (SEM1345257) Worldbuilding: Fantastic Geography (SEM1345267)
10am	Business of Writing: Online Presence (SEM1345258) Worldbuilding: Religions & Gods (SEM1345268)
11am	Business of Writing: Promotions, Sales, Publicity, & Public Relations (SEM1345259) Worldbuilding: Magic & Mysticism (SEM1345269) Reading: Jim C. Hines & Donald J. Bingle (SEM1345276)
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2pm	Business of Writing: Pitches, Proposals, & Promises (SEM1345262) Worldbuilding: Intelligent Design or Evolution? (SEM1345272) Reading: Jason Sanford & Kelly Swails (SEM1345278)
3pm	Business of Writing: Signings, Podcasts, and More (SEM1345263) Worldbuilding: The Annals of History (SEM1345273) Writer's Craft: Tension on Every Page (WKS1345348)
4pm	Writer's Craft: Novel Outlines (SEM1345264) Meet the Writers of the Future (SEM1345274) Finding the Story (WKS1346198)
5pm	Writer's Craft: Short Fiction Mastery (SEM1345266) Reading: Paul Genesse & Monica Valentinielli (SEM1345279) 21 Days to a Novel (WKS1346199)
6pm	Reading: Elizabeth Vaughan & Sarah Hans (SEM1345280) Writer's Craft: The Line Between Adversity and Tragedy (SEM1347284)
7pm	Writer's Craft: Writing a Series (SEM1347283) An Evening with Patrick Rothfuss (SEM1350943) Writing Excuses: Live Audience Session 1 (SEM1350944)



GET LITERAL

AUTHORS' AVENUE & WRITER'S SYMPOSIUM

WRITER'S SYMPOSIUM EVENTS

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7pm	Writer's Craft: Writing a Series (SEM1347283) An Evening with Patrick Rothfuss (SEM1350943) Writing Excuses: Live Audience Session 1 (SEM1350944)

Finish writing that book you've always dreamed about, refine your skills for your sixth graphic novel, or just enjoy listening to our featured authors' stories from the fiction writing "trenches". If you have an interest in the world of writing, we have more than 100 events designed just for you. Here is the schedule for these fun and informative sessions you won't want to miss. Look, choose and let your imagination run wild!

SATURDAY		SUNDAY	
8am	Exploring Genres: Shared Worlds (SEM1345281) Science Fiction: Worldbuilding (SEM1345292) Fiction Fundamentals Part 3: Putting on the Polish (WKS1345346)	8am	Read & Critique Workshop (WKS1345355) Write & Critique Workshop (WKS1345356) VIP Panel: Starting the Story (WKS1345360)
9am	Exploring Genres: RPG Fiction (SEM1345282) Science Fiction: Everyday Future Life (SEM1345293)	9am	VIP Panel: Plot Mastery (WKS1345361)
10am	Exploring Genres: Horror (SEM1345283) Science Fiction: Mixing Magic and Machines (SEM1345294)	10am	Quick Critique Workshop (WKS1345357) Quick Critique Workshop (WKS1345358) VIP Panel: Selling Your Novel (WKS1345362)
11am	Exploring Genres: Urban Fantasy (SEM1345284) Science Fiction: Alien Life (SEM1345295) VIP Panel: Character Motivation (WKS1345359)	11am	VIP Panel: Marketing Material Review (WKS1345363)
12pm	Exploring Genres: Steampunk (SEM1345286) Reading: Patrick Rothfuss & Dave Gross (SEM1345300) Writer's Craft: Dialogue, it is not just people talking! (SEM1345353)	Check the event charts in the back of the book for more details.	
1pm	Exploring Genres: Scripts & Screenplays (SEM1345287) Writer's Craft: Stunning Action Scenes (SEM1345296) Writer's Craft: Schrödinger's Plot (WKS1345350)		
2pm	Exploring Genres: Young Adult (SEM1345288) Exploring Genres: Hard SF (SEM1345297) Writer's Craft: Screenwriting for Novelists (SEM1345301)		
3pm	Exploring Genres: Dark Fantasy (SEM1345289) Exploring Genres: Space Opera (SEM1345298) Writing a Successful Series (WKS1346200)		
4pm	Exploring Genres: Hard Fantasy (SEM1345290) Reading: Brad Beaulieu & Mary Robinette Kowal (SEM1345302) Plotting (WKS1346201)		
5pm	Exploring Genres: Genre Blender (SEM1345291) Reading: Saladin Ahmed & Joel Shepherd (SEM1345303) Tools for the Internal Editor (WKS1347282)		
7pm	Meet Mercedes Lackey & Larry Dixon: Reading & Q&A (SEM1345251) The Eye of Argon! (SEM1345299) Writing Excuses: Live Audience Session 2 (SEM1350945)		



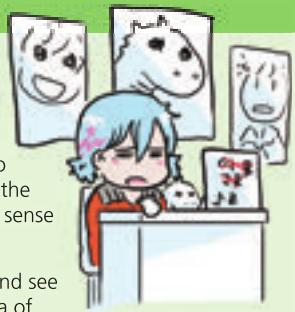
ANIME

ANIME ARTISTS' ALLEY

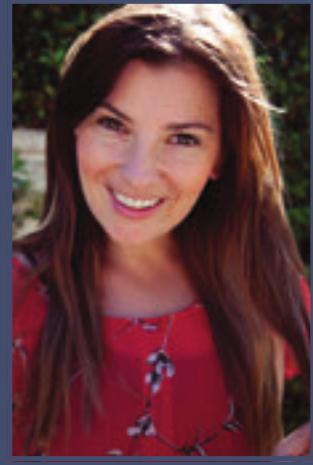
All weekend. Grand Ballroom Lobby, 2nd floor

An area set aside exclusively for amateur anime artists and creators to show off their talents. We'll have anything and everything anime inspired, from illustrations, to jewelry, magazines, clothing, and even toys; you never know what you'll find among the creations here. All kinds of artists will come together in this event that highlights the sense of community in the anime hobby.

The Anime Artists' Alley is a great place to share your own anime inspired creations, and see what your fellow attendees have created. This event will be located in the anime area of the convention. Please remember that the Anime Artists' Alley is for amateur artists and creators only, so the sale of retail or mass-produced items is strictly prohibited. This area is to allow artists and creators to share their work with others, and is not an alternative to the dealer's hall. If you're interested in participating, please stop by the **Anime and Film HQ** desk to see if there are any spaces still available.

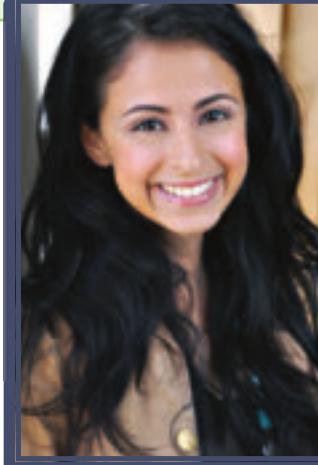


ANIME GUESTS



CASSANDRA LEE

Cassandra Lee is a voice actor for animation and video games! She got her start working on Yu-Gi-Oh! GX as Yubel, and later as twins Leo and Luna on Yu-Gi-Oh! 5Ds. Other notable anime credits include: Kyubey in Madoka Magica, Ritsu in K-On!, Yuki-Onna in Nura: Rise of the Yokai Clan, Noriko Paku and Nee in Blue Exorcist, Aika in Persona 4: The Animation, Saki in Durarara!!, Nadya in First Squad, Marble and Nathaniel in Pokemon, Uppi in Slayers Revolution, Mayu in Kurokami and Teo in Oblivion Island. Cassandra loves keeping in touch with fans and sharing photos from all of her voice acting adventures, so check her out on Twitter @SoCassandraLee, Facebook. com/ILoveCassandraLee and YouTube. com/btwixter. Cassandra is one half of the DJ Group Kittypillaz performing at this year's Otaku Insomnia Dance!



JESSICA DICICCO

Jessica Sonya DiCicco is an American actress, voice actress, and singer, perhaps best known for her voice acting in animated television series and video games. She also voices Maggie on The Buzz On Maggie, Lexi Bunny on Loonatics Unleashed, Malina on The Emperor's New School, Viper on Kung Fu Panda: Secrets of the Furious Five, Tica on The Secret Saturdays, Flame Princess on Adventure Time, Olivia on Oggy and the Cockroaches (Season 5) and Tammy on Gravity Falls. You can follow her on Twitter at @essicadicicco. Also, Jessica is one half of the DJ Group Kittypillaz performing at this year's Otaku Insomnia Dance!

MANGA LIBRARY

Thursday, Friday & Saturday noon

- midnight, Camarel

Sunday noon - 4 pm, Camarel

Manga, or Japanese comics, have been around for years, but have only recently exploded onto the mainstream scene. Once hard to find, manga is now readily available almost everywhere and even has its own section in most major bookstores. Whether you're a long time fan of manga, or just want to stop by and see what all the buzz is about, there's something for you in the manga library, located in the Anime Alley.

The best part is, our manga library is free to all Gen Con attendees! Stop by any time the library is open (add hours if you can) and check out our extensive catalog, or ask the volunteers for recommendations. Make a selection and hand over your Gen Con badge to the manga librarian, and enjoy your manga in our comfortable and quiet library lounge for as long as you like. Return your manga to retrieve your badge, or to select another manga title. The manga library is a great place to decompress for a few minutes or a few hours at Gen Con, and get your anime fix.



JAPANESE GAME ROOM!

Stop by the Cabinet room at the Westin to enjoy Japanese (and influenced) games of all kinds: CCGs, board games, and even some RPGs & video games!

Check the event schedule at the Westin HQ for complete details.

Schedule & Event Updates

Schedules change all the time. Events are cancelled, moved and added up until the very last minute. Make sure to go to the Westin HQ on the first floor of the Westin for the most up-to-date schedule, printed in a very simple, easy-to-read format. Stop by and see what's new.

PONY TRACK

MY LITTLE PONY FANS! Classic, Friendship is Magic, and Bronies! Gen Con is proud to present an animation track 20% cooler than last year with panels, workshops, and more!

Stop by the Westin HQ for the complete schedule of MAGICAL events!



MY LITTLE PONY DECORATE YOUR OWN PONY WORKSHOP!

Friday 7 pm, Chamber, ANI1349833
Saturday 4 pm, Chamber, ANI1349834

Arts and crafts just became 20% cooler! We'll supply the blank (solid white) classic MLP figure and art supplies - paint, glitter, glue, etc. You supply the creativity and make your own unique Pony to rival the others. (Rarety will be soooo jealous.) This workshop is an all ages event so moms, dads, kids, and pony fans of all stripes are welcome!

MY LITTLE PONY TCG PANEL

Thursday 4 pm, Capitol I, ANI1351085
Friday 4 pm, Capitol II ANI1351086

Come hear all about the all new MLP trading card game, straight from the horses' mouths! Enterplay execs and game designers share insights.



MY LITTLE PONY: THIS PANEL IS MAGIC!

Friday 11:30 am, Capitol I, ANI1352192

Bronies, Ponies, & 80s Fans - this is your panel! A history of the MLP franchise from a fanboy/girl perspective. Fun, funny, and 20% than those other panels! (This panel hits capacity each year - so get a ticket in advance!)

Age-Appropriate Screenings

One of the things that makes anime, Asian cinema and fan films so unique are their freshness and ability to shock us. Keep in mind that not all screenings or events are appropriate for all ages or all people. Please check age-ratings and be aware that some events will require proof of age to enter. If you have any questions or concerns, just stop by the Westin HQ desk for more info.

ANIME PARTNERS

These are the folks that make the anime events at Gen Con really happen, running many of the events and working through the weekend to keep the Westin humming and bustling with otaku.

If you enjoyed the anime at Gen Con, it is because of the hard work of these folks.



The IAC is a nonprofit fan-based organization dedicated to the enjoyment and promotion of animation and related arts, especially Japanese anime and manga. Their meetings are held on the second Sunday of each month at noon, usually at the Glendale Library.

www.IndyAnime.org



WASABI ANIME®

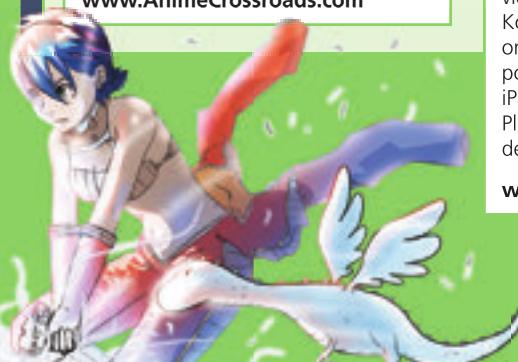
Started in 2001, Wasabi Anime is an event planning company that specializes in fan-focused entertainment for pop culture conventions. Based in Orlando, Florida, the group has made appearances at some of the largest conventions in North America including *Anime Expo®*, *Dragon*Con*, *Florida Supercon*, and *Gen Con*. Independently, Green Mustard Entertainment has designed a number of conventions including *Florida Anime Experience*, *WasabiCon*, and the Invader ZIM fan convention *InvaderCON*. The staff of grown men and women still watch cartoons and play video games... but only the really good ones.

www.WasabiAnime.com



Anime Crossroads is an anime convention based in Indianapolis. It is dedicated to creating a broader awareness of, and appreciation for Japanese animation by celebrating the richness of this art form. Through cooperation with the community, Anime Crossroads facilitates growth of the anime, manga and related industries in Indianapolis and beyond. In addition to providing a central event for fans and enthusiasts, Anime Crossroads seeks to become a vehicle for sharing and disseminating industry information. Anime Crossroads also provides the community and related industries the opportunity to network and conduct business.

www.AnimeCrossroads.com



Crunchyroll is the official presenter of the Gen Con 2013 Anime Viewing Room! Never heard of 'em? Crunchyroll is the leading global video service for Japanese Anime and Asian media with over 20,000 videos and 10,000 hours of Anime, Korean Drama and Live-Action titles on their website and Crunchyroll-powered platforms including iPhone, iPad, Android, TV set-top boxes, Playstation®3, Xbox LIVE, and other devices.

www.Crunchyroll.com

ANIME

FEATURED LIVE EVENTS



ANIME GAME SHOWS FOR ADULTS! Friday 10 pm, ICC : 500 Ballroom, ANI1340851

Join the lovely models from CosplayDeviants.com a night of their (in)famous Adult Game shows. Old favorites and new contests will keep you cleverly entertained for an evening of *deviant-ness*. Enjoy a cash bar and win prizes as players are picked from the audience.

THE BEST ANIME YOU'VE NEVER HEARD OF

Thursday 5 pm, Capitol I, ANI1340861
Friday 5 pm, Capitol II, ANI1340841

Sometimes the best anime titles are ones you've never heard of! Join the Indiana Animation Club for a presentation of great Japanese shows & films you might have missed, but are worth checking out.

COSPLAY IS NOT CONSENT

Saturday 3:30 pm, Capitol III, ANI1340854

The culture of Cosplay is one of fun, creativity, and mutual respect. Unfortunately, not every fan adheres to the "respect" part. Cosplay is NOT Consent - and cosplayers who dress in (sometimes) revealing costumes should not accept inappropriate behavior from their peers. Join us for a mediated discussion with fellow cosplayers regarding this topical subject. *Speak out; speak up; and help keep cosplay comfortable and fun!* Presented by CosplayIsNOTConsent.org



THE DRAGONBALL PANEL Thursday 7 pm, Chamber, ANI1340893

The Dragon Ball series has been a worldwide phenomenon for almost 30 years! Come join an informative and open celebration and discussion of the series with some of its most passionate fans.

DUB THAT HENTAI! Saturday 10 pm, ICC : 500 Ballroom, ANI1340851

Join the sultry and sexy models from CosplayDeviants.com for an evening of dubbing scenes from popular adult anime (hentai) titles. Enjoy a cash bar and win fantastic prizes as players are picked from the audience to join in on the fun of lending their voice to some VERY interesting video clips.

EPIC BATTLES OF ANIME THAT NEVER WERE Thursday 3:30 pm, Capitol III, ANI1342467 Friday 4 pm, Capitol I, ANI1342468 Saturday 5 pm, Capitol I, ANI1342469 Sunday 1 pm, Capitol I, ANI1342470

Anime fighters from all over now come together to see who rains supreme! But who will win in the end, you decided. Believe it, I'm going to be King of the Pirates! Bankai!

JAPANESE FOLKLORE: AN ANIME, MANGA, & FILM PRIMER

Saturday 11 pm, Chamber, ANI1341173

What's the difference between Mononoke and Ayakashi? What are those little creatures that show up in your favorite anime? Get the most from your anime and Asian cinema when you understand the cultural background! Learn the basics of Japanese mythology with an award-winning author and see examples from anime and manga.

KYUBEY: GOOD OR EVIL? W/ CASSANDRA LEE Saturday 4 pm, Capitol I, ANI1351113

Cassandra, the voice of Kyubey in *Puella Magi Madoka Magica*, leads a panel discussion about the ethics and motivations of her mysterious character.

MYSTERY ANIME THEATER 3000 Saturday 8 pm, Grand Ballroom IV, ANI1349836

Since 2010, Wasabi Anime has been celebrating anime at Gen Con by *making fun of it*. Join us again this year as we host yet another anime film showing (a la MST3K style) with the personalities from Team Wasabi in our annual standing room only event. Film TBD. (Stop by and find out!) **WARNING:** Offensive language and mature themes. Viewer discretion is advised.



NAME THAT ANIME! Friday 3 pm, Capitol II, ANI1350004

Do you know your anime? Join us for this straightforward anime trivia contest.

OFFICIAL GAIA PANEL

Thursday 1 pm, Capitol I, ANI1342472
Friday 1 pm, Capitol I, ANI1342471
Saturday 1 pm, Capitol II, ANI1342473



Come meet Gaia's staff, and get a sneak peek at upcoming features, games, and events. Stick around for the open-mic Q&A session!

OTAKU INSOMNIAC ELECTRONIC DANCE PARTY Friday 11 pm, Grand Ballroom I & II, ANI1351193

Wasabi Anime's (in)famous "rave in a box" has kept anime fans awake into the night and early the next morning at dozens of conventions across the U.S. This year features DJs from Anime Crossroads and Special Guest DJs: Kittypillaz!



THE RECORD OF LODOSS WAR Thursday 5 pm, Chamber, ANI1340894

Learn the history of the ultimate fusion of gaming and anime! Based on a series of Dungeons & Dragons play sessions, Lodoss War is the definitive anime fantasy title.

WASABI ANIME® GOES TO JAPAN Friday 2 pm, Capitol I, ANI1349837

In 2012, some of the Wasabi Anime team went to Japan for the Tokyo Anime Fair. Instead of seeing the "normal" tourist stuff, they went the way seeing the cool "geek" stuff. See photos and learn about Akihabara, maid cafes, Tokyo Tower, karaoke, and even Tokyo DisneySEA.

WASABI ANIME® GOES BACK TO JAPAN Saturday 2 pm, Capitol I, ANI1349837

In 2013, the Wasabi Anime team went to Japan for the Anime Contents Expo... and more anime geek touristy goodness! Check out photos and stories from Evangelion World, Mount Fuji, the life size Gundam statue, and more!

FEATURED SCREENINGS

ASOBI NI IKUYO: BOMBSHELLS FROM THE SKY (1-2)

Thursday 11 pm, Caucus, ANI1351104

Kio and all her family members are gathered for a funeral in Okinawa. This same day, a message arrives from outer space. There she encounters a girl named Elis who claims to be an alien.

ATTACK ON TITAN (1-4)

Saturday 6 pm, Caucus, ANI1351123

Many years ago, the last remnants of humanity were forced to retreat behind the towering walls of a fortified city to escape the massive, man-eating Titans.

BRAVE 10 (1-4)

Friday 6 pm, Caucus, ANI1351119

Before the Warring States era came to a close, legend has it that Yukimura Sanada has been gathering ten warriors known as Sanada's Brave 10, who have the power to change history.

CAMPIONE! (1-4)

Sunday 10 am, Caucus, ANI1351127

Godo Kusanagi, a high school student, kills a god, claiming its power and title of Campione, to slay other gods. This harem love comedy is bound to be filled with magical battles.

DUSK MAIDEN OF AMNESIA (1-5)

Saturday 4 pm, Caucus, ANI1351123

A first-year high school student, Teiichi Niiya who had just enrolled at Seikyou Private Academy, meets a ghost with no memories.

GINTAMA (1-4)

Thursday noon, Caucus, ANI1351106

Gintama is a story of a handyman named Gintoki, a samurai with no respect for rules set by the invaders, who's ready to take any job to survive.

GIRLS UND PANZER (1-5)

Saturday 10 pm, Caucus, ANI1351126

A powerful tank battle has been created by an enviable staff, cute girl characters and 3DCGI! The world has evolved into something different from Japan as we know it...

HUNTER X HUNTER (1-5)

Saturday 8 pm, Caucus, ANI1351124

Gon, a young boy who lives on Whale Island, dreams of becoming a Hunter like his father, who left when Gon was still young.

IXION SAGA DT (1-5)

Saturday noon, Caucus, ANI1351122

The protagonist, Hokaze Kon, is sent to another world called Mira, the home of a mysterious energy known as Alma.

KOBATO (1-4)

Thursday 2 pm, Caucus, ANI1351107

Kobato is given a second chance at life and must gather the scarred hearts of people in order for her wish to come true, while being forbidden from falling in love with those she has helped.

LA STORIA DELLA ARCANA FAMIGLIA (1-5)

Friday 8 pm, Caucus, ANI1351120

The prosperous island of Regalo is protected by a vigilante group called "Arcana Famiglia." The group's members are granted special powers through contracts with the "Toracco."

LITTLE NEMO: ADVENTURES IN SLUMBERLAND (FILM)

Thursday 4 pm, Caucus, ANI1351108

Nemo enters the world of dreams to marry the Princess of Slumberland, but when he is led to break his promise, he unleashes an ancient evil, turning Slumberland into a world of nightmares.

MAGI (1-4)

Saturday 10 am, Caucus, ANI1351121

The story follows the travels of a boy named Aladdin around a strange land in which mysterious ruins called Dungeons are said to house priceless treasures.

MAJIKOI OH! SAMURAI GIRLS (1-5)

Friday 10 pm, Caucus, ANI1351116

A fierce battle takes place in the mountains of Kanagawa between students of Kawakami Academy, a school that resolves internal disputes with martial arts!

MAOYU (1-4)

Sunday 2 pm, Caucus, ANI1351129

Fifteen years have passed since the war between humans and demons began. The human army that charged through the gate into the demon world managed to take one of the demon clan's vital strongholds...

THE MELANCHOLY OF HARUHI SUZUMIYA (1-5)

Thursday 10 am, Caucus, ANI1351105

Not long after the entrance of the school, Suzumiya Haruhi introduced herself in a strange way. The classmates wondered whether she was serious or just kidding.

OCCULT ACADEMY (1-5)

Thursday 7:30 pm, Caucus, ANI1351110

The year is 1999. At the summit of Japan's "pyramid", Minakamiyama, stands Waldstein academy. Strange occult phenomena occur here, as if drawn by some mysterious force.

OTOME YOKAI ZAKURO (1-3)

Thursday 9:30 pm, Caucus, ANI1351111

The Ministry of the Supernatural is experimenting with their first squadron of youkai (Japanese spirits and monsters) and humans to combat evil spirits threatening the peace and safety of Japan.

PUELLA MAGI MADOKA MAGICA (5-8)

Friday 2 pm, Caucus, ANI1351114

After having strange dreams, Madoka encounters and rescues Kyubey, a being that can grant a single wish if she promises to become a magical girl to fight witches.

PUELLA MAGI MADOKA MAGICA (9-12)

Saturday 2 pm, Caucus, ANI1351115

After having strange dreams, Madoka encounters and rescues Kyubey, a being that can grant a single wish if she promises to become a magical girl to fight witches.

SHIN SEKAI YORI (FROM THE NEW WORLD) (1-5)

Sunday noon, Caucus, ANI1351128

Five children living in the future are the protagonists. The story begins when they are 12 years old and starting their lives at an advanced school to learn the 'cursed power' of telekinesis.

SQUID GIRL (1-5)

Friday noon, Caucus, ANI1351117

Ika Musume (Squid Girl) is on a quest to dominate humanity to stop them from polluting the world's oceans, but first, she has to conquer a beach cafe to set up her base.

YOKUWAKARU GENDAI MAHO (1-4)

Friday 10 am, Caucus, ANI1351109

Magic still exists in the modern world in the way of programming Codes. Koyomi and her friends struggle against the spirit of a classic mage seeking revenge on the world that mocked him.

THE WORLD GOD ONLY KNOWS (1-5)

Friday 4 pm, Caucus, ANI1351118

Keima Katsuragi is the self-proclaimed god of dating sims who can conquer the heart of any 2D woman. He is challenged to use game techniques on real girls to expel evil spirits.

FANTASTIC FILM CONTEST & FESTIVAL

FEATURE FILMS



America's Most Haunted

Saturday 1 pm, Westin: Grand Ballroom III, FLM1350881

This is the story of the popular ghost hunting show "America's Most Haunted". They're not here to communicate or take some pictures. They're here to kick ghosts out. Their methods may be questionable, and their "proof" may not hold up to careful scrutiny, but people like it and they keep getting paid by their sponsors. The AMH crew has come across something they've never dealt with... A place that may actually be haunted.



Dead Weight

Saturday 8 pm, Westin: Capitol III, FLM1350359

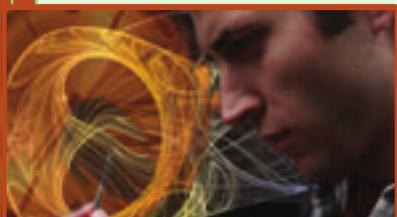
In the wake of an apocalyptic viral outbreak, Charlie Russell treks through the wilderness to reunite with his girlfriend, Samantha. As Charlie's journey brings him closer to his destination of Wausau, WI, he must face physical exhaustion, malicious survivors, and perhaps most menacing, his own emotional burdens. With his new found traveling companions, Charlie must attempt to overcome his obsession with the past. He must learn to let it go.



Eternal Damn Nation

Friday 10 pm, Westin: Capitol III, FLM1350787

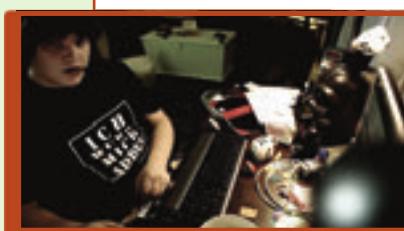
While investigating a string of grisly, ritualistic murders, a veteran Detective discovers a rash of demonic possessions sweeping through his small town. When his case leads him to a young, local woman, the two quickly learn why she is the next intended target... and the impact it will have on all of eternity.



Found In Time

Friday 9 pm, Westin: Grand Ballroom IV, FLM1350662

Found in Time is set in an 'alternate' present day. Psychics with real powers sell their 'wares' on the street, marginalized by society and monitored by the dreaded Psychological Police Corps. They lead dark, lonely lives.



For No Eyes Only

Saturday 1 pm, Westin: Capitol II, FLM1350357

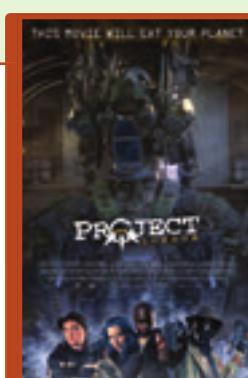
Hitchcock's *Rear Window* set in 2012: When teenage computer geek Sam is unwillingly chained to his desk chair with a broken leg, he entertains himself by spying on his classmates through hacking their web cams - until he witnesses something that nobody was meant to see...



Gamers

Saturday 3 pm, Westin: Capitol II, FLM1350356

Socially awkward C. Farina takes camera in hand on this journal of her journey into the world of fantasy gaming. Go with the filmmaker as she discovers a world of spectacle, imagination, and a touch of eroticism. From national conventions to Live Action Role Play weekends, *Dungeons & Dragons* tabletop meetings, Society for Creative Anachronism battles, Renaissance Festivals, World of War craft events, Steam punk parlors, and bad faerie masquerade balls. Unlike any film about gamers that you've ever seen, *Gamers* is a sympathetic and endearing look at a world of geeks and fans. This film is not, "Nerds are funny," or "Losers are sad," nor is it a film that says, "Gamers are people, too." It's a journey into imagination. Welcome to their world.



Project London

Saturday 5 pm, Westin: Capitol II, FLM1342375

This special effects-rich science fiction actioner is about a grief stricken young man who joins a ragtag resistance force and engages in epic battles against Joint Command to avenge his father and protect the planet.

Our film program offers a selection of “gamer interest” films, whether about gaming directly or just part of our beloved genres of fantasy, science fiction, and horror. The film contest itself is an opportunity for independent creators to share their works with our Gen Con family — and win cash prizes and even booths at next year’s convention. Many filmmakers will be in attendance at their screenings, as well as other seminars and discussions scheduled throughout the weekend.



**Chop Socky Boom:
Auditions**
Friday 5 pm,
Westin: Grand
Ballroom V,
FLM1346948

A tribute to the adventures and misadventures of indie filmmakers, and the actors willing to do almost anything to live the dream. Misfit Seattle actors audition for a local action kung fu web-series, Final Zodiac Warrior. Portraying the signs of Rat, Pig, Rabbit and Dragon, our heroes traverse the challenges of the indie film making process, all the while doing battle with their own individual demons. Be it mistreatment from their fabulous and beautiful cast member counterparts, ambiguous direction from an often misunderstood director, or even the threat of looming unemployment at the day job, our demon fighters boldly, fight the demons.

Guidestones

**Saturday 5 pm, Westin: Grand Ballroom III,
FLM1350770**

Based on true events, *GUIDESTONES* is the story of Sandy Rai (Supinder Wraich), as she and fellow journalism student Trevor Shale (Dan Fox), investigate an unsolved murder that sends them around the world in search of the truth.



Martini Mom & Devil Spawn
Friday 8 pm,
Westin Capitol I,
FLM1350782

It's Happy Hour in Hell where everybody's shaken AND stirred when Rosemary unexpectedly births the spawn of Satan and must juggle her martini lifestyle with the rigors of mothering a mischievous, man-eating 'messiah.'



The Horde
Saturday 5 pm, Westin:
Grand Ballroom III,
FLM1350770

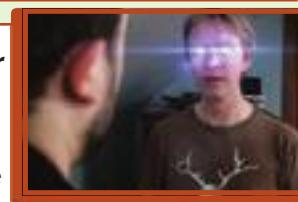
Set in the World of Warcraft, *The Horde* is a web series that follows three friends as they struggle to regain their former glory. In this pilot episode, the three friends ready themselves to take on a boss. The Horde was recently picked up Machinima to be played on their channel, Machinima Realm.



The Platoon of Power Squadron

**Friday 2 pm, Westin: Grand
Ballroom IV, FLM1350676**

Do real life super powers serve a higher purpose? Donald has finally begun making headlines as a masked crime fighter, but one rescue in particular has him certain he is following the path of fate. Jonas is convinced that Virginia and Donald's manipulation of time will have dire consequences. And Sebastian, the world's only multiplier, is still trying to come to terms with losing a large part of herself. When they suddenly learn that there are other super teams in Chicago.



SERIES



Redemption

**Saturday 5 pm, Westin: Grand Ballroom
III, FLM1350770**

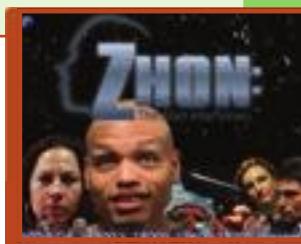
Redemption is the story of Cain and Abel set in the not so distant future. *Redemption* tells the tale of two half brothers, their families and their struggles in a drug-laden, post-apocalyptic world.



The Bob & Angus Show

**Friday 8 pm, Westin: Grand
Ballroom III, FLM1350648**

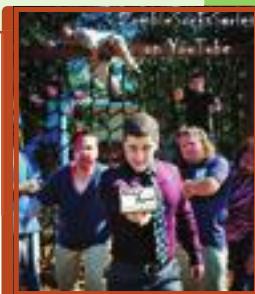
News sheep Angus and Bob talk about board games, geek culture and ovine life style in this web series by Mayfair Games.



**Zhon:
the Alien
Interviews**

**Saturday 1 pm,
Westin: Grand
Ballroom IV,
FLM1350649**

A man with special powers, claiming to be an ancient extra-terrestrial alien turns himself in to the US secret service for interrogation. Insisting that he will only be interviewed by Amanda Bella, a beautiful TV talk show host, he tells his version of earth's history.



**Zombie
Socks**

**Saturday 5 pm,
Westin: Grand
Ballroom III,
FLM1350770**

The Zombie Apocalypse has come and gone with life returning to normal. The Corporate America has figured out how to capitalize on the leftover undead wandering about. They utilize the Undead Rental Corporation to catch the zombies, clean them up and rent them to the living for all sorts of purposes. The first series focuses each episode on a different division of the Undead Rental Corporation, and is written in the style of a popular TV show - This episode is based on The Office, with colorful characters and interesting takes on our new society.

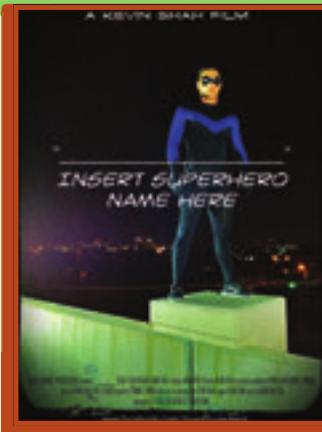
FANTASTIC FILM CONTEST & FESTIVAL



Death In Charge

Saturday 9 pm, Westin: Grand Ballroom III, FLM1350761

Don't tell Mom the babysitter's Death... When violent media, handguns and nihilism are ubiquitous, who fears the Reaper? In the tradition of E.C. Horror Comics, this cautionary tale examines life through the eyes of Death who gets derailed when an impatient single Mom carelessly mistakes the scythe-carrying cloaked one for her tardy babysitter and leaves Death to care for her precocious 9-year-old daughter for the evening.



Magic The Gathering: The Musical

Friday 10 pm, Westin: Grand Ballroom III, FLM1350909

Jake, a teenager who lives to play Magic the Gathering, heads to the local comic book shop one Saturday to try his hand at the latest tournament. There he finds a wide variety of characters including a Vampire the Masquerade enthusiast, a bumbling nerd down on his luck, and a pair of battling rappers, all there to take the top prize. Jake must gather his strength and use his training to win the day, although his true reward may not be what he expects. Be ready for puppets and singing.

SHORT FILMS

----- Insert Superhero Name Here.

Friday 8 pm, Westin: Capitol III, FLM1350784

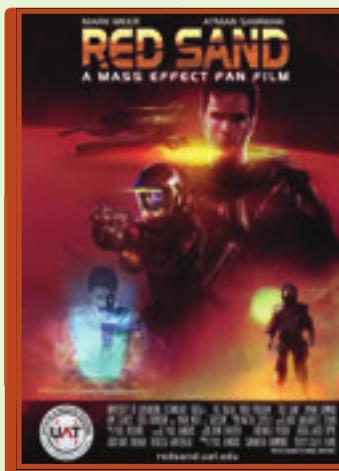
A young man takes on the challenge of being a modern day realistic superhero. He monitors the airwaves to track down criminals and fight crime. The movie asks the question; who is the real super hero?



Enter The Dark

Thursday 10 pm, Westin: Grand Ballroom III, FLM1350768

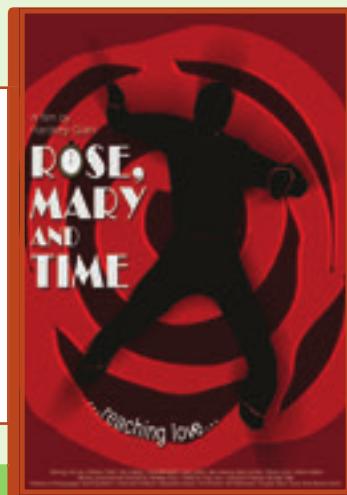
Enter The Dark is a short film that takes you into the dark recesses of a haunted house and the even darker fathoms of the human soul. With the lights out, two friends are led on an adventure of paranormal encounters: cold spots, an eerie talking children's book, unexplained apparitions and a final mystery that leads to an unforgettably disturbing ending.



Red Sand: a Mass Effect Fan Film

Thursday 4 pm, Westin: Grand Ballroom III, FLM1350769

Serving as a prequel to the MASS EFFECT game series, 'Red Sand' is set 35 years before the time of Commander Shepard and tells the story of the discovery of ancient ruins on Mars. Left behind by the mysterious alien race known as the Protheans, the ruins are a treasure trove of advanced technology and the powerful Element Zero, an energy source beyond humanity's wildest dreams.



Rose, Mary, and Time

Friday 7 pm, Westin: Grand Ballroom III, FLM1350588

The film is a story of second chances. Barney is married - unhappily. He lost the love of his life around six years ago - she was murdered. Through the magic contained within a clock he inherited, and with the help of an old Indian shop keeper, Barney finds himself back in time, with the opportunity to save her... but life isn't always as easy as that.

FILM PANELS

Making a film yourself, or just interested in the process? Join us for our full schedule of film panels & seminars to get the inside info on everything from script writing to funding to post-production. Mini film-school tucked into Gen Con!



Super Temp

Friday 8 pm, Westin: Grand Ballroom III, FLM1350784

Wendy (aka 'The Spark') meets her childhood hero Captain Justice when she interviews for a job at a super hero agency.



The Humans Are Coming

Saturday 9 pm, Westin: Grand Ballroom III, FLM1350761

In a world where zombies are the norm, The Humans Are Coming will take

a peek into the home of the Williams family, a loving zombie family. A typical day in the life of the family turns sour when an old friend pays a visit who is infected with the H-Virus. One family member's secret will put everyone in danger and change the lives of the family forever.



'Til Death

Thursday 10 pm, Westin: Grand Ballroom III, FLM1350768

When his wife passes away, her grieving husband contracts an extreme case of sympathy sickness, and he decomposes as if he were dead himself. Now, fighting his own demise, he enlists the help of an unsuspecting friend to save both his life, and that of his dearly departed.



Titanodon Vs MechaMantis

Thursday 4 pm, Westin: Grand Ballroom III, FLM1350769

Greg, the star of a series of B-movie monster films, wakes up fused to his costume. When Greg's diabolical co-star reveals

the misfortune to be part of his scheme to command the spotlight, Greg must battle the monster inside him or unleash it upon his nemesis.

Acting for Film

**Friday 4 pm
Westin: Chamber
FLM1350071**

Anime/Film Track Opening Ceremonies

**Thursday 7 pm
Westin: Grand Ballroom III
FLM1350939**

Cinematography the Basics

**Friday 3 pm
Westin: Capitol III
FLM1350070,**

Crowdfunding

**Saturday noon
Westin: Capitol III
FLM1350075**

Directing for Film and Series

**Friday noon
Westin: Capitol II
FLM1350067,**

Fan Films - Done Right

**Thursday 2 pm
Westin: Council
FLM1350063**

Film Budget & Finance - Financing a Project

**Thursday 1 pm
Westin: Council
FLM1350061**

Film Distribution & Promotion

**Saturday 11 am
Westin: Capitol III
FLM1350074**

Film Post Production

**Saturday 10 am
Westin: Capitol III
FLM1350073,**

Film Pre-Production

**Thursday 4 pm
Westin: Council
FLM1350065**

Film Sound

**Friday noon
Westin: Council
FLM1350069**

Film Special FX

**Friday 5 pm
Westin: Capitol III
FLM1350072,**

Filmmaker Meet & Greet

**Friday 10 am
Westin: Capitol II
FLM1349997**

Gamer Chick

**Friday 4 pm
Westin: Capitol III
FLM1350650,**

Gen Con Film Festival Awards Ceremony

**Sunday 1 pm
Westin: Grand Ballroom IV
FLM1349996,**

Intellectual Property

**Saturday 3 pm
Westin: Council
FLM1350078**

Life on Set Shooting Your Film Without Getting Shot!

**Saturday 1 pm
Westin: Capitol III
FLM1350076**

Marketing a Series/Film

**Saturday 4 pm
Westin: Council
FLM1350079**

Musical Composition for Film

**Saturday 2 pm
Westin: Council
FLM1350077**

Producing an Independent Series

**Friday 1 pm
Westin: Capitol II
FLM1350068**

Script Writing for Indie Films and Series

**Thursday 3 pm
Westin: Council
FLM1350064**

FANTASTIC FILM CONTEST & FESTIVAL



ZOMBIE ORPHEUS ENTERTAINMENT

Zombie Orpheus Entertainment, a presenter of the 2013 Gen Con Film Festival, produces and curates the very best of independent geeky entertainment, including *JourneyQuest* and *The Gamers: Hands of Fate*.

- The Zombie Orpheus HD Screening Room, presenting ZOE's favorite web series every night in the Westin Grand Ballroom V.
- *The Gamers Live* — Join the cast of *The Gamers* for a live improv comedy event where the audience is the GM. With your help we'll create a new canon story in the Gamers universe (\$14 Friday 6 pm, ICC: 500 Ballroom, ENT1341072).
- *The Gamers: Hands of Fate* — Be the first to see the newest film in Dead Gentlemen's Gamers series! Set at Gen Con Indy 2012, this gaming comedy expands the world of The Gamers to include conventions, collectible card games, and new surprises. Catch the extended cut Saturday night at 8 pm (FLM1350350)!
- *The Gamers: Natural One* and *The Gamers: Humans & Households* — Also on Saturday, don't miss these two new Gamers miniseries, produced in partnership with Lynnvander Inc. 6 pm, FLM1346952 & 6:30 pm FLM1350234.
- *Romance of the Nine Empires* — Join ZOE and AEG throughout the weekend to learn and compete in the card game that inspired Hands of Fate. Stop by the AEG area in Hall G to check it out.

No Studio, No Network, No Cancellation: ZOE shows are Fan Supported and Creator Distributed!
Learn more and join the support community at www.zombieorpheus.com

All Zombie Orpheus Entertainment events are located in the Westin: Grand Ballroom V unless otherwise noted.

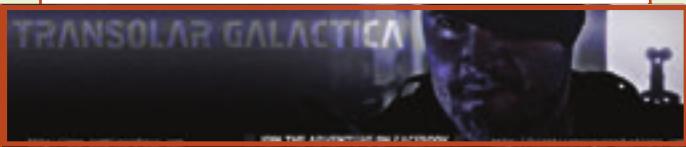


THURSDAY

Causality

5 pm, FLM1346947

Everyone comes to the past for their own reasons. They all know one thing – they'll be starting a new life. Because once you've come to the past, you can never return to your own time.



Transolar Galactica

6:30 pm, FLM1346946

Follow the adventures of the crew of the S.S. Transolar as they navigate the far reaches of space and learn it's not as simple, or safe as most might have you believe...



The Gamers: Hands of Fate (Extended Cut)

8 pm, FLM1350350

The complete story can finally be told! The Extended Cut includes more than 30 minutes of new scenes and stories, including Lodge & Joanna's courtship, Leo's encounter with murder, and more!

A sequel to *Dorkness Rising*, *The Gamers: Hands of Fate* is the latest film from the makers of *The Gamers* and *JourneyQuest*! The cast returns for another dice-hurling, waffle-devouring, GM-infuriating romp through worlds of sword, sorcery, and surrealism. In Hands of Fate, the gamers must expand their horizons past pen-and-paper RPGs to explore two whole new realms of geekdom – Collectible Card Games (CCGs) and game convention life – and face off against their arch-nemesis: The Shadow!

FRIDAY

Aidan 5

3 pm, FLM1350233

Watch the series William Shatner calls "Impressive & innovative!"

Set in the year 2064, AIDAN 5 chronicles the journey of one detective who must unravel the mystery behind the serial killings of his own clones. This 16-episode living comic book is told through a unique style of filmmaking and sketched art.

&@ Hamlet

4 pm, FLM1350288

Tragedy. Murder. Cardboard. The tragic tale of the Danish Prince as you've never seen it before. Something is hilarious in the state of Denmark.

&@ Couch Continuum

4:30 pm, FLM1350289

An adventure through time. A quest for comfort. The boys must fight the allure of Pillow City and fend off alley inspectors in search of their dream cushions.



Chop Socky Boom

5 pm, FLM1346948

A hilarious story about misfit actors cast in an action kung fu web series.

Once Upon a Time in 1972

7 pm, FLM1346949

In the probably-alternate 1970s, an ominous portal hangs in the sky and killer robots live among us. Scientist heroes fight evil with rayguns and disco in this transistorpunk sci-fi adventure.

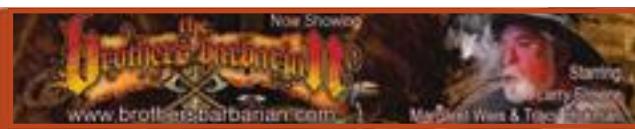


Standard Action

8 pm, FLM1346950

Standard Action is the fantasy-comedy webseries for geeks of all kinds! It follows four misfit adventurers who can't quite find their place in normal adventuring society. Excluded and alone, they find each other and set out on a quest that will test not only their fellowship but everyone's perceptions of what a hero should be!

SUNDAY



Brothers Barbarian

10 am, FLM1346953

A pair of teenage barbarian brothers who have been turned into middle aged men by a spell from an evil witch (played by Margaret Weis), set out on a quest to restore their lost youth.



JourneyQuest: Season 1

11:30 am, FLM1350235

A fantasy-comedy series from the creators of *The Gamers* and *The Gamers: Dorkness Rising*, *JourneyQuest* is a story about a wizard with a quest problem.

JourneyQuest: Season 2

12:30 pm, flm1350251

The continuing saga of a wizard with a quest problem, *JourneyQuest* Season 2 picks up where season 1 left off. New characters join the cast including Silver Tom (Fran Kranz) and Karn the Unpleasant (Bob Sapp).

SATURDAY

THE GAMERS: DORKNESS RISING

The Gamers: Dorkness Rising (with Q&A)

4 pm, FLM1346951

All Lodge wants is for his gaming group to finish their adventure. Unfortunately, they're more interested in seducing barmaids, mooning their enemies, and setting random villagers on fire. Game on! Q&A following.

The Gamers: Natural One

6 pm, FLM1346952

Gary's sister Monica is about to marry a non-gamer. Gary and Leo join forces with Canadian GM Harper to put a cyber smack-down on their romance.

The Gamers: Humans and Households

6:30 pm, FLM1350234

Venture into unknown lands! Do battle with strange beasts! Take the role of powerful heroes! Escape the drudgery of your castle and venture into the world of Humans and Households!

The Gamers: Hands of Fate (Extended Cut)

8 pm, FLM1350350

The complete story can finally be told! The Extended Cut includes more than 30 minutes of new scenes and stories, including Lodge & Joanna's courtship, Leo's encounter with murder, and more!

A sequel to Dorkness Rising, *The Gamers: Hands of Fate* is the latest film from the makers of *The Gamers* and *JourneyQuest*! The cast returns for another dice-hurling, waffle-devouring, GM-infuriating romp through worlds of sword, sorcery, and surrealism. In *Hands of Fate*, the gamers must expand their horizons past pen-and-paper RPGs to explore two whole new realms of geekdom – Collectible Card Games (CCGs) and game convention life – and face off against their arch-nemesis: The Shadow!



EVENT CHARTS

HOW TO SIGN UP FOR AN EVENT

To get a ticket to an event you want to attend (guaranteeing yourself a seat), go to an Event Registration kiosk and we will help you sign up for it. Having the event's specific game ID will speed up the process. If that event is sold out, we will try to help you find a similar event with tickets available.

Event tickets can be purchased at the Event Registration kiosks located in the convention center's Wabash-East hallway near the Maryland Street Entrance or at Event Registration kiosks in Hall F, the Crowne Plaza and the JW Marriott. See the Area Hotel Maps for specific locations. We accept cash and all major credit cards (American Express, Discover, MasterCard and Visa). We do not accept checks or money orders at any time.

EVENT SOLD OUT? SHOW UP WITH GENERICS!

Lots of events can squeeze in a few extra players and not all players show up for their games, so if there's an event you really want to play but it's sold out, you might want to get a few generics and see if you can get in. Generic tickets can be used for any event with open space. You just need to use an equal value of generics for the event, so if it a game costs \$4, you can use 2 generic tickets (\$2 each) to play in it.

Please remember that generic tickets can only be refunded for system credit.

HOW TO READ THE EVENT CHARTS

Events are listed in order of their start day and time, event type, and then title.

The description for each event lists the title, detailed description, maximum number of players, the GM or host of the event, minimum age and experience required and whether materials are provided or you will need to bring your own.

REPEAT EVENTS

Events that are run multiple times only have their description listed once. Later sessions refer back to the original listing for full details and descriptions.

For example, if you found an event that said "For description, see first occurrence on Thursday at 8 am" that means the event is being repeated and you will need to flip back to get the full description.

AGE REQUIRED

The minimum age for an event is self-reported and enforced only by the GM of that event. You can use this to gauge what events may be suitable for you or your family, but Gen Con is not responsible for the content of games that other organizations and individuals run at the convention. Remember to take the age rating into consideration before joining an event.

EXPERIENCE REQUIRED

This indicates how much experience you will need with the game to play in the event. "None" indicates that rules will be taught as part of the event, so it should be completely suitable for newcomers. Please take careful note of the experience required for an event – some games do require extensive understanding of the rules and will not be paused to explain the rules.

MATERIALS PROVIDED

If materials are provided, you do not need to bring anything to the game (though it's always a good idea to bring a pencil, paper and some extra dice). Characters, game pieces, miniatures, maps, etc. should all be provided for you by the organizer. If materials are *not* provided, then you will need to bring your own armies, characters, cards or even the whole game.

LOCATION

This column lists the building, room and table (if applicable and in that order) that the event will be held at. ICC stands for "Indiana Convention Center." Hyatt : Studio 1 : 1--2 means that event is held on tables 1 and 2 in the Studio 1 room in the Hyatt hotel, for example.

Some rooms or table numbers may also include a color (White 13--17) or company name (*Wizards of the Coast*). This refers to a region within a larger room (such as a big hall) which should be clearly indicated on a map or with signs or tablecloths in the area itself. If an event lists an HQ instead of a table number, you need to check into that HQ before your event to find out exactly what table your game is at.



GEN CON PRESENTS

These events might deserve a second look.

Maybe they're new. Maybe they've got an extra special something.

Maybe they just hold a special place in our heart. Whatever the reason, check them out.



PREMIER EVENTS

These are run by groups that hold to the highest standards with their games.

They consistently have full games and work closely with us to make sure that everything is in order for their events.

If you're looking for games run by a group with a solid history and proven track record, start here.



ANI1300000
ANIME EVENTS



BGM1300000
BOARD GAMES



CGM1300000
CARD GAMES
(non-tradable)



EGM1300000
ELECTRONIC
GAMES



ENT1300000
ENTERTAINMENT
EVENTS



FLM1300000
FANTASTIC
FILM FEST



HMN1300000
HISTORICAL
MINIATURES



KID1300000
KID ACTIVITIES



LRP1300000
LIVE ACTION
ROLE PLAYING
(LARP)



MHE1300000
MINIATURE
HOBBY EVENTS



NMN1300000
NON-HISTORICAL
MINIATURES



RPG1300000
ROLE PLAYING
GAMES



RPGA1300000
ROLE PLAYING
GAMERS ASSOC.



SEM1300000
SEMINARS



SPA1300000
ACTIVITIES FOR
THE BETTER
HALF



TCG1300000
TRADEABLE
CARD GAMES



TRD1300000
TRADE DAY



TDA1300000
TRUE DUNGEON
ADVENTURES



WKS1300000
WORKSHOPS



ZED1300000
ISLE OF MISFIT
EVENTS

MORE THAN 9000 EVENTS ... BUT THAT'S NOT ALL!

The event charts are bigger than ever with more than 9,000 events this year – but to fit that many events, we had to cut thousands of other events, including many events that used to be included in prior Program Books. For a complete and up-to-date listing of all events, go to: www.gencon.com/events/

If you have any questions or need to confirm event details, ask any Event HQ.

WEDNESDAY EVENTS

Gen Con features many **completely free games** in **Union Station**. Events run all day, but most transpire between 6 pm and midnight. **Trade Day** events for retailers and educators are in the JW Marriott again, and a schedule is available at the HQ there. We also have a **Wednesday Pre-Show party on Georgia Street** kicking off at 6 pm with the official beer tapping.

SOLD-OUT EVENTS

Most sold-out events were cut from this year's program book, though many small events (such as RPGs, or smaller games from premier groups) were kept. **If you don't see many events for a popular game, they might have filled up and you'll want to check online.** You can also just show up with generics and try to squeeze in if someone doesn't show.

LATE EVENTS

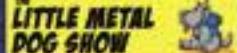
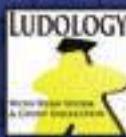
The submission deadline was in March 2013, but Gen Con continues to get new events right up through the show. Many of these late events didn't make it in time to be included in the event charts, even if they still have tickets available. There are hundreds of these late additions, so **the games you are looking for may have missed the deadline and can be found online at gencon.com.**

ERRATA & UPDATES

Events may be canceled, moved, or changed between when the program book is printed and the convention starts. The web site is always the most current and accurate listing of events – www.gencon.com/events

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